

D-DAY AT TARAWA

RULES BOOKLET

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[DDAT Rules_V13F]

1.0 INTRODUCTION

D-Day at Tarawa (DDaT) is a solitaire game simulating the first two days of the 1943 US amphibious assault of Betio island, the largest Japanese-held island in the Tarawa Atoll. On 20 November, the 2nd Marine division assaulted the tiny island, barely large enough to hold its strategically vital airstrip, and defended by 5,000 Japanese soldiers and conscripted Korean workers. Despite heavy air and naval bombardment prior to the landings, the invaders found themselves in “one square mile of hell” suffering horrendous casualties in a fight to the death for control of Betio.

In *D-Day at Tarawa*, you control the US forces assaulting the island defended by the unexpectedly strong Japanese garrison. The game system controls the Japanese forces that oppose you.

The game covers a 33 hour period from 0900 hours on 20 November 1943 to 1800 hours on 21 November. The first 10 turns each represent 30 minutes of time. Then, when the marine’s are established on the beach, the time scale expands to one hour per turn, plus a special overnight turn. Depending on the scenario you are playing, the game ends at the conclusion of turn 10, 15 or 30, if not lost earlier due to catastrophic loss.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

2.0 GAME COMPONENTS

D-Day at Tarawa includes the following components. No dice are used in *DDaT*.

One 22" x 34" Mounted Game Board	One color Rules booklet
352 die-cut counters	Three player aid cards
One deck of 55 event cards	Campaign Analysis article
Storage bags	

If your game has any missing or damaged items please contact: Decision Games, Customer Service, PO Box 21598 Bakersfield CA 93390 or online at www.decisiongames.com. Any errata and rules updates on our website on the E-rules page.

2.1 The Map

The game map portrays most of Betio Island and the coral reef lagoon north of the island. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of US units. Each hex represents an area 100 yards across. The map’s terrain is identified in the map’s Terrain Key.

A long pier on the north side of the island extends into the shallow water, terminating at a coral reef. The wreck of the steamship Niminoa is grounded on the reef. Unlike many other wargames, units may enter water hexes in *DDaT*.

Japanese Positions. Many hexes contain Japanese positions. Every position appears in one of six colors—used with Japanese fire cards to determine which Japanese positions conduct actions each turn. All positions in or adjacent to a beach hex are coastal positions. All other positions are inland positions. [For example, position hexes E6, E8 and E13 are coastal positions; E9 and E11 are inland positions. See illustration on facing page.](#)

- Every position has a unique ID letter/number consisting of a Zone Letter (from A to F) and a Priority Number (from 1 to 17).
- Positions marked with a blue C or / denote hexes in which Japanese coastal or inland units set up at the start of play.
- Positions with an armor symbol are potential set up hexes for Japanese armor units.

- Positions with an artillery class (Light, Medium or Heavy) possess fixed Japanese artillery capable of firing when the position is occupied by a Japanese unit.

Japanese Position Groups. Groups of proximate like-colored Japanese positions are referred to as a position group, defined by lines linking the component positions. A position group fires as one force, with its strength determined by the number of units occupying all the positions in the group.

Japanese Fire Dots and Fields of Fire. The hexes near each Japanese position or position group contain fire dots matching the position’s color. All the fire dots emanating from a position or all the positions in a position group are collectively referred to as that position or position group’s field of fire. The fire dots represent two levels of fire against US units:



Intense Fire



Steady Fire

Japanese Water Fire Arcs. Japanese coastal positions and position groups along the north and west shore project fire arcs of steady fire into water hexes. The extent of a given fire arc is defined by fire boundary lines of a color matching the position color. Fire arcs overlap each other such that a given water hex may be in the fire arc of several positions. One set of steady fire dots identifies the positions firing into a given area of overlapping fire arcs. [For example hexes 0420, 0421, 0521, 0520 and 0620 are all in the fire arcs of the green, orange and blue positions on the nearby beach. Hex 0419 is in the fire arc of the green, orange, blue and brown positions. Hex 0820 is in the fire arc of just the orange position group.](#) Japanese water fire arcs do not extend into beach approach hexes and beach hexes.

US Beach Approach Hexes. Certain marked water hexes along the east and north map edge contain arrival boxes for US units approaching Betio for a landing. Each hex is identified with the initials of its historical beach code name and a unique number (such as R1, for Red 1). An arrow in each beach approach hex indicates the initial direction a unit in that hex will move as it heads for the beach. Certain beach approach hexes in R2 have a secondary arrow, used only if the units in the hex receive a “PR” result when checking for drift.

LVT Wreck hexes, such as 0521, mark potential water locations in which an LVT may end its run into the beach (5.12).

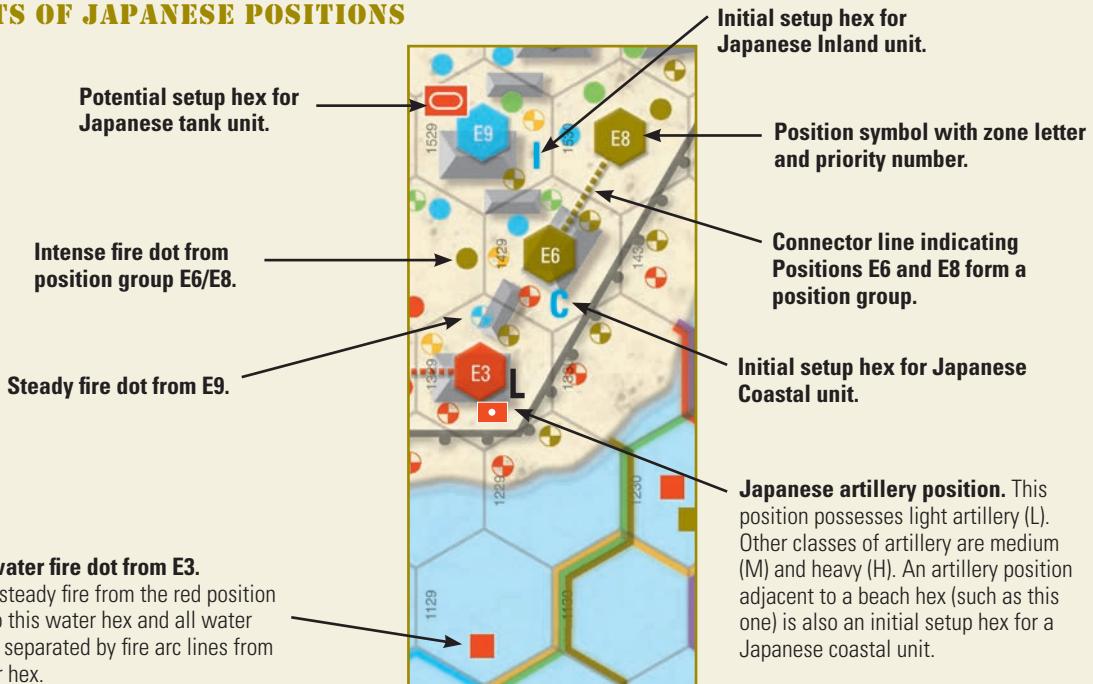
The Turn Track. Record the passage of turns, and of time, by moving the turn marker along the turn track at the end of each turn. The track also indicates date-specific game events. US units occupy spaces of the track corresponding to their turn of entry, until it is time for them to enter play.

The Card/Phase Track. As you draw cards during each turn, place each card in the box matching the card’s function, for reference during the turn. At the end of each turn, remove all cards from the track and place them in a discard pile, off-map. The order of the track follows the sequence of play. You may move the Phase marker along the track to denote the current phase of the turn.

Other Tracks and Boxes

- **Japanese reserve box** holds Japanese reserve units for selection as called for by game events.
- **Japanese depth boxes** hold Japanese depth markers of two types—Coastal and inland—for selection during play.
- The **Japanese Action Track** holds action markers showing which actions Japanese units are currently eligible to perform.
- The **Japanese Eliminated Units Box** holds Japanese units eliminated during play.
- The **Admiral Shibusaki box** holds the marker of the same name.
- The **US Infantry Loss Box** holds US marine infantry units eliminated during play.

ELEMENTS OF JAPANESE POSITIONS



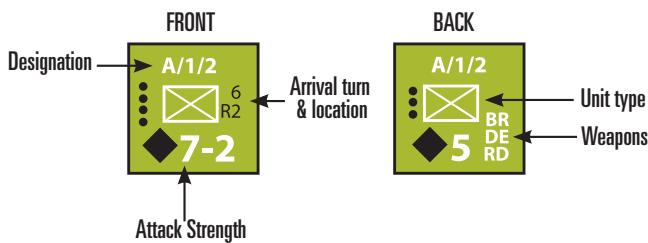
- The **US Command Post Track** holds markers showing the command range of US regimental command posts (used starting Turn 11).
- Available LVTs Box** holds US LVT markers available to transport US units to the beaches.

2.2 The Playing Pieces

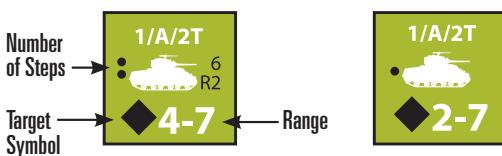
The playing pieces consist of units, representing specific US and Japanese military forces, and markers, placed on units, tracks or the map to denote information or status. The features of US and Japanese units differ. For example, **only US units have steps** and **only Japanese units have an unrevealed side**.

2.21 US Units

Sample US Infantry Unit



Sample US Tank Unit



Division. Every US unit is part of or attached to the 2nd Marine Division. This is not indicated on the counter.

Designation. The military designation of the unit identifies the unit's formation and parent formations, included primarily for historical interest.

Steps. Each US unit possesses one to four steps, indicating the unit's overall manpower. US units lose steps as a result of combat losses. Units representing marine infantry companies start the game with four steps, while all other formations start with just one or two steps. A unit with one or two steps has one counter with one or two printed sides. A unit with four steps has two counters, with two printed sides on one counter and two printed sides on a replacement counter, distinguished by a dark green band. Only one counter for a given unit is in play at one time.

Attack Strength. A quantification of the unit's fire power in combat, used when attacking Japanese units. A unit's strength is reduced as it loses steps.

Weapons. US units possess various weapons and equipment used when attacking Japanese units.

- The US Weapons Chart lists all the weapons and equipment possessed by all full-strength marine infantry units, and by all other US units regardless of strength. Weapons for these units are not shown on the unit's counter.
- An infantry unit that has lost steps loses some of its weapons and possesses only those listed on its counter.

Range. Some US units have a numerical range, representing the maximum number of hexes from which the unit may fire at a Japanese unit. A range of U indicates unlimited range—the unit may fire at Japanese units anywhere on the map (within the restrictions of 8.12). Units without a range may fire only into adjacent hexes.

- ◆ ▲ **Target Symbol.** A selector used to randomly determine which US units are hit by Japanese fire or are the subject of an event or other game function.

Arrival Turn and Location. The turn in which the US unit enters play is shown along with the Beach Landing Hex in which to place the unit. Some units are marked other than with an arrival turn:

- **Rdc:** A reduced unit for replacing a unit that loses its second step.
- **E:** Enters play as called for by an event.
- **D+2:** Enters play only if you use optional rule 21.3.

2.22 US LVTs (landing vehicle tracked)

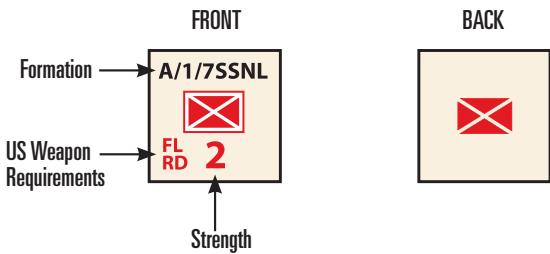
LVT markers represent amphibious vehicles capable of traversing water and land. These special craft were in short supply during the invasion and were the only US transport capable of carrying arriving troops across the Betio reef barrier.

LVT markers are not units and do not count toward stacking. Each has two steps and may be reduced or eliminated. They operate on the map only during the US Amphibious Operations Phase and are kept in the Available LVT box at other times.



2.23 Japanese Units

Sample Japanese Unit (Elite shown)



Formations. Japanese units belong to one of four formations: the 7th Sasebo Special Naval Landing Force, the 3rd Special Base Defense Force, the 111th Pioneers and the 4th Fleet Construction Battalion.

- **Elite Japanese Units.** Units of 7SSNL and 3SBD and the HQ of 111P are elite. Elite units are distinguished from other Japanese units by a red unit symbol. Non-elite units have a white unit symbol.

Strength. A quantification of the unit's ability to defend against US attacks.

US weapon requirements. A representation of the defensive tactics of the Japanese unit, expressed in terms of the weapons that, if possessed by US units attacking the unit increase the likelihood of US success. See the US Weapons Chart for explanation of abbreviations.

Coastal code (C). Denotes the unit is set up in a coastal position at the start of play. Units without a Coastal code are set up in inland positions or in the reserve box.

Tank position color. The three Japanese tank units each have a different position color printed on their counter. A Japanese tank unit uses the position color on its counter if you draw a Japanese tank event or if in a non-position hex during a close combat. The color is disregarded when the tank unit is in a position hex.



2.24 Unit Types

US units



*Tanks are armored.

Japanese units

All Japanese units operate identically regardless of type, except for tank units.



2.25 Japanese Depth Markers

Depth markers are placed beneath Japanese units on the map. Together, a unit and its depth marker represent a force at its full strength and fully deployed. A unit without a depth marker is understrength or is not yet positioned to maximize its combat effectiveness. Depth markers are placed face down (unrevealed) and are only revealed as required by US actions against the unit with which it is stacked. When the depth marker is revealed, its strength and weapon requirements are added to the unit. Depth markers are never placed on the map on their own, they only appear with Japanese units.



Depth Type. Identifies the type of Japanese unit with which the depth marker is placed:

Coastal—units in coastal positions

Inland—units in interior positions

Armor—armor units

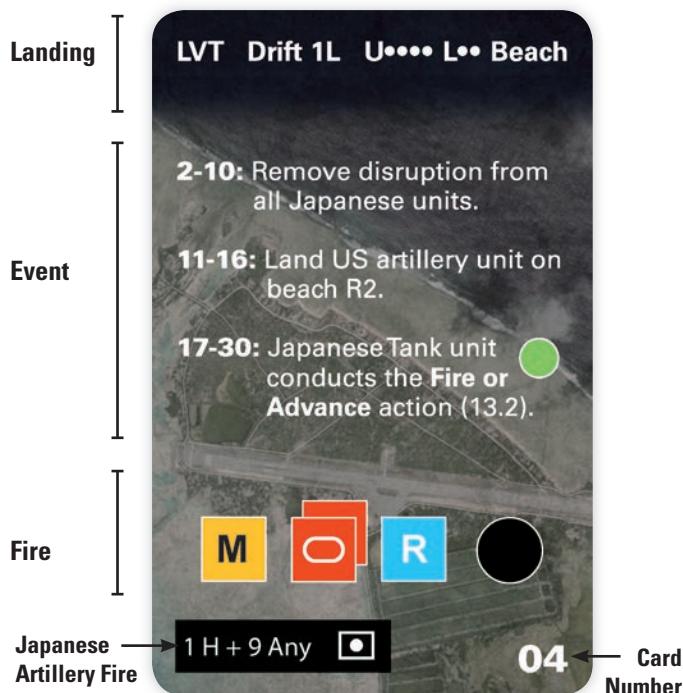
2.26 Other Markers



D-Day at Omaha Beach Counters. Countersheet 2 includes seven corrected counters for the first edition of the *D-Day at Omaha Beach*. Owners of that game may use these counters to replace seven counters that have minor typographic errors. These counters are not used in *D-Day at Tarawa*.

2.3 The Cards

Every card in the 54-card deck is divided into three sections. A 55th card summarizes US actions and should be removed from the deck for reference during play.



During play, draw cards from the deck and look at the appropriate section:

- The **Landing Results** section determines how US units are affected by amphibious landings.
- The **Event** section generates an event based on the current game turn. Some cards also list a Close Combat event.
- The **Fire** section is used primarily during the Japanese Fire Phase to determine which Japanese positions fire at which US units or perform other actions. In addition, the Fire section is also referred to when resolving close combat, US infiltration moves and barrages.

A single card draw is for only one of these purposes—ignore the other sections of the card. The rules refer to the cards by the purpose for which they are drawn: landing cards, event cards and fire cards.

2.4 Charts & Tables

The following charts and tables are included on player aid cards or the back of this rules booklet.

Japanese Fire Chart

US Weapons Chart

US Attack Chart

US Barrage Table

Basic sequence of play and procedures summary

Extended sequence of play and priorities summary

Close combat summary

Japanese Action Chart

3.0 SETTING UP FOR PLAY

Lay out the map so you are sitting along the north side, with the beach approach hexes near you. Next choose a scenario to play.

- The First Waves** covers the first five hours of the invasion (Turns 1-10) and takes up to three hours to play. This scenario is recommended for new players and uses only rules sections 1-14.
- 20 November 1943** covers the first day of the invasion (Turns 1-15). Turns 1-10 are played with the rules in sections 1-14. Then, turns 11-15 utilize the additional rules in sections 15-19. Playing time is four hours.
- Two Days in Hell** covers the first two days of the invasion (Turns 1-30). Playing time is seven hours.
- 21 November 1943** covers the second day of the invasion (Turns 17-30), with the US attempting to expand their narrow beachhead against undiminished Japanese resistance. Use the set-up rules in section 20. Playing time is four hours.

After you have played through the game a few times, you may wish to explore the optional rules in section 21.

Set up all scenarios, except 21 November 1943, as follows:

Cards

Shuffle the deck of cards and place it in the card deck box on the map.

Japanese Units

Mix together the 28 Japanese units marked "C" for Coastal, face down. Randomly place a coastal unit face down in each hex on the map marked with an artillery class (L,M or H) or with a blue C.

Mix together the three Japanese armor units, face down. Draw the top card from the deck and refer to the three position colors on the card. Place the three armor units in the position hexes on the map marked with an armor symbol and matching the colors on the card. Then flip each armor unit to its revealed side and place a disrupted marker on each armor unit. Discard the card. [For example, if you draw a card showing position colors of orange red and blue, you would place armor units in hexes 1830, 1332 and 1529, each on its revealed side with a disrupted marker.](#)

Mix together the remaining 15 Japanese units face down. Randomly place eleven of these units face down in position hexes marked "I" for Inland, but not in positions now occupied by tank units. Place the remaining four units in the Japanese Reserve Box.

Japanese Depth Markers

Separately mix together the three types of depth markers, face down: Coastal, Inland and Armor. Place the Coastal and Inland markers in the matching depth marker box on the map. Place each Armor depth marker under a Japanese armor unit on the map, face down.

US Units

Place each of the 12 US units marked to enter on Turn 1 in Beach Approach hex A, B or C for the beach listed on the unit. Up to two units may be placed in each hex. Orient the units so they face in the direction indicated by the arrow in its hex. Beach Approach hex D is not available during game set up.

Place the Hero marker for Major Ryan on any infantry unit in a Beach Red 1 approach hex. This marker does not count toward the limit of two units per hex.

Place the nine LVT units in the Available LVT box.

Place all other US units marked with a turn of entry in the corresponding space of the Turn Track. Place units marked "rdc" "E" and "D+2" aside.

Markers

Place the Turn marker in the first space of the Time Track, and the Phase marker in the first space of the Card Track.

Place the Japanese "I" action marker face down in the Turn 11 space of the Japanese Allowed Actions track

Action Track. Mix the other four Japanese action markers face down. Place each face down randomly on the Japanese Allowed Actions track, in the four boxes marked with turn numbers. Place the Admiral Shibusaki marker in the Admiral Shibusaki box, command side up.

Place all other markers aside.

4.0 SEQUENCE OF PLAY

DDaT is played in turns. Each turn consists of several phases, conducted in the following sequence. Move the Phase marker along the Card/Phase track to keep track of the current phase. During the course of the turn you will draw several cards for various functions. As you draw each card, place it in the appropriate box of the Card/Phase track for reference.

I. US Amphibious Operations Phase

1. Assign available LVT markers to units in Beach Approach hexes (5.11).
2. Conduct a Landing Check for each LVT assigned to a unit (5.12). If a US unit ends a landing check in a Japanese-occupied hex, conduct close combat (8.6).
3. Move all units in water two hexes, if those units were not transported by an LVT in step 2 (5.2).
4. Place surviving LVTs in the Available LVT box (5.14).
5. Place units scheduled to arrive next turn in beach approach hexes (5.3).

II. Event Phase

Draw an event card and implement the event listed for the current turn.

Exception: On Turn 1, do not draw a card. Instead conduct the event "Add depth to two Japanese units."

III. Japanese Fire Phase

Draw a fire card and conduct Japanese fire against US units as follows:

1. Japanese Fire Positions that match the colors shown on the fire card, and that contain at least one non-disrupted Japanese unit, fire at US units in the position's field of fire. Check to see which US units are hit by fire and apply disruption or step losses as called for. Beginning on turn three, Japanese positions may perform actions in addition to firing (Section 12). Complete each action by a Japanese position before checking the next position.
2. If the fire card includes a Japanese artillery value, check to see if one or more US units are hit by artillery fire (6.5).
3. Remove Disruption markers from eligible Japanese positions (6.4).

IV. US Action Phase

1. Perform actions with US units. Actions include movement, attack, and barrage. Three units or stacks may perform actions each turn. In addition, the following units may perform actions "for free":
 - units with any of the following markers: hero, inspired, or disrupted,
 - An HQ unit,
 - units in command of an HQ unit.
2. Conduct Close Combat in each hex containing opposing units (8.6).

V. End of Turn

Move all cards from the card track to the discard pile, and move the Phase marker back to the beginning of the card track. If the discard pile clearly has more cards than the draw deck, shuffle all discards back into the deck. Move the turn marker one turn ahead on the Turn Track.

Keep playing turns until the US forces suffer catastrophic loss (ending the game) or until you complete the last turn of the scenario, at which time you determine if you have won or lost. Beginning with Turn 11, when the time scale shifts from 30 to 60 minutes per turn, additional activities are introduced to the sequence of play, as described in section 15.

5.0 US AMPHIBIOUS OPERATIONS

All US units enter play in the US Amphibious Operations Phase (AOP). Units enter via two methods:

- Units stacked with LVTs in Beach Approach hexes are (usually) transported to the beach, via card draw. Tank units use this same method under their own power.
- Units in water hexes, including Beach Approach hexes, and not stacked with LVTs slowly wade through the water hexes from the reef to the beach.

Sequence of the Amphibious Operations Phase (AOP)

1. Assign available LVT markers to non-tank units in Beach Approach hexes, as allowed by the LVTs capacity.
2. Starting from the west (your right), conduct a Landing Check for each LVT unit/stack and each tank unit, one LVT or tank at a time to determine the outcome of the LVT's run to the beach. The check consists of two card draws, one to determine if the LVT drifts, the second to determine where the LVT debarks the units and how many steps (if any) are lost by units and LVTs.
3. Move all units that are now in water hexes and were not transported by an LVT in step 2 of the AOP. Units may move up to two hexes (three hexes starting turn 11).
4. Remove all surviving LVTs from transported units and place in the Available LVT box.
5. Place units scheduled to arrive next turn in the beach approach hexes indicated on the unit.

5.1 Landing by LVT (Landing Vehicle Tracked)

Nine LVT markers are available at the start of play. LVTs are the only US transport vehicle capable of crossing the reef to deliver sea-borne forces directly to the beach of Betio Island. All other US transports (not represented by counters) debark troops at the reef, from where the soldiers must wade ashore under enemy fire.

5.11 Loading LVTs

In step one of the AOP take LVTs from the Available LVT box and place them on non-tank units of your choice in beach approach hexes. Orient the marker to face the same direction as the units in the hex. Each full-strength LVT can transport one or two units totaling four steps. A reduced-strength LVT can transport one two-step unit. Two one-step LVTs may combine to transport a single three- or four-step unit. LVTs do not count as units for purposes of stacking. On Turn 1, the number of LVTs is sufficient to transport all units in the Beach Approach boxes. On subsequent turns, the number of available LVTs will likely be insufficient to transport all arriving units, requiring you to choose which units will be loaded into LVTs.

An HQ unit possesses no steps and may be transported by an LVT "for free."

5.12 LVT Landing Check

In step 2 of the AOP, draw two landing cards for each hex containing an LVT, starting with the westernmost hex.

Draw a card, referring only to the Drift result in the upper right corner. Apply the drift result to the LVT and all units it is carrying:

- **No drift:** The LVT stack is unaffected.
- **1L:** Move the LVT stack to the adjacent hex to the left, retaining its facing, but not beyond hex 0139.

LVT LANDING EXAMPLE FOR BEACH RED 2

Unit Placement: During game set-up you place units scheduled to land on Turn 1 in the three beach approach hexes of Beach Red 2. You choose to place an infantry unit in R2A, two engineer units in R2B and an infantry unit in R2C. You must orient all the units to point in the south direction indicated by the primary arrow in each beach approach hex.

LVT Loading: During step 1 of the Amphibious Operations Phase you assign LVT markers to the units. Each 2-step LVT can carry four unit steps so you place one LVT in each beach approach hex.

Landing Check for R2A: The landing check consists of two card draws. You draw the first card to determine drift—card 54 indicates no drift. You draw the second card to determine how the LVT and units fare on their run to the beach. Card 45 indicates that the unit being transported lands with two steps and the LVT with two steps. You must remove two steps from infantry unit C1/2, so you replace its full strength counter with its reduced strength counter, on its 2-step side. The LVT has two steps so it is not affected. Card 45 also indicates that the run ends on the beach. You move the reduced unit and LVT along the hexrow in the south direction, stopping in beach hex 1226.



Landing Check for R2B. You draw card 22 with a drift result of 1R. You must move the units and LVT in R2B one hex to the right, retaining their facing to the south. Then you draw card 17 indicating that the units land with four steps and the LVT with two. Since the two engineer units together possess four steps and the LVT two, no steps are lost. Card 17 gives the location as Inland 1. You move the unit and LVT in the south direction until reaching the land hex one hex beyond the beach—hex 1225. This hex contains a Japanese unit so you immediately conduct close combat per 8.6.



Landing Check for R2C. You draw card 34 with a drift result of PR. You must rotate the LVT and unit within its hex to face in the direction of the secondary arrow. Note that if you obtained a PR result for units in Beach Approach Boxes for R1 or R3, you would treat the result as No Drift. Then you draw card 43, indicating that the units end the run with three steps and the LVT is eliminated. You flip the infantry unit from its 4-step side to its 3-step side and you remove the LVT marker from play. Card 43 gives the location as Water. You move the unit along the hexrow in the southwest direction until it encounters a hex with a potential LVT wreck—hex 1233. You place the unit there from where it will have to wade ashore in the following turns.

LVT Recovery. You place the two surviving LVT markers in the Available LVT box.



- **1R:** Move the LVT stack to the adjacent hex to the right, retaining its facing, but not beyond hex 0120.
- **PR:** Pivot the LVT stack in place so that it faces the next hexside to the right. The PR result applies only to LVT stacks approaching Red 2 Beach (R2). For all others, treat this result as "No drift".

Draw a second card, referring only to the landing results across the top of the card to determine three results.

U#: This shows the number of steps the units loaded onto the LVT possess as a result of landing. If the number of steps possessed by the units is greater than the number of steps on the card, you must remove the excess steps from the units. If the number of steps in the units is equal to or less than the steps on the card, the units are not affected. An X result means all non-HQ steps are lost.

L#: This shows the number of steps the LVT marker or tank units in the hex possess as a result of its landing run. If the total number of steps possessed by the LVT or tank units is greater than the number of steps on the card, you must remove the excess steps from the LVT marker(s). If the number of steps in the markers is equal to or less than the steps on the card, the LVT is not affected. An "X" result means all steps are lost.

Location. One of five location results indicates where to place the tank unit or the units transported by the LTV.

• **Reef.** The units remain in the Beach Approach Hex.

• **Water.** Move the units along the hexrow in the direction indicated by the arrow in the beach approach hex until reaching a water hex marked with an LVT wreck. Place the units there. Units in Red 1 Beach Approach hexes move along the hex spine, first to the left, then to the right in a zig-zag pattern. The shipwreck in hex 0230 has no effect on LVT movement.

• **Beach.** Move the units along the hexrow in the direction the units are facing until reaching a beach hex. Place the units there.

• **Inland 1 and Inland 2.** Move the units in the direction indicated placing them in the land hex one or two hexes beyond the beach hex, disregarding intervening Japanese units. The units may be placed in a Japanese-occupied hex (if this occurs, conduct Close Combat, 8.6). Units landing Inland from Red 1 Beach Approach Hexes move inland along the hexrow angling to the southwest. **Exception, place units landing inland of hexes 1138, 1237 or 1238 (the bird's beak) in 1338 if Inland 1 and 1437 if Inland 2.**

• If the transported units were eliminated, no location result is shown.

5.13 Landing HQs

You may, at your option, ignore the drift result for an LVT with an HQ unit. On the landing, you may treat Inland results as beach results, at your option. HQ units are not eliminated by landing results, and an HQ possesses no steps for purposes of assessing losses to other units.

5.14 Recover LVTs

In step 4 of the AOP, take the surviving LVT markers off the map and place them in the Available LVT box for use in future turns.

5.2 Wading Ashore

In step 3 of the AOP, move every unit in a water hex two hexes in a direction that takes the unit closer to a beach hex, entering a beach hex if possible. Starting Turn 11, units move three hexes in water. Do not move units that were transported by an LVT in the current AOP. Water hexes include open water, beach approach hexes and any hex with part of a pier structure or marine wreck. A beach hex is considered both a water hex and a land hex.

5.21 Every unit not transported by an LVT must be moved and must be moved into a hex closer to a beach hex than the hex it occupies.

5.22 A wading unit may not move across a hexside containing a pier.

5.3 Placing Units in Beach Approach Hexes

In step 5 of the AOP, take all units in the next turn space on the Turn track and place each in Beach Approach Hex A B or C in the beach listed on the unit. Orient the units so they face in the direction indicated by the arrow in its hex. Hex stacking limits must be obeyed. Beach Approach hex D for beaches R2 and R3 is available starting Turn 5.

5.31 You may not place a unit in a Beach Approach hex without ID letters; such hexes may only be entered as a result of drift.

5.4 Landing US Tanks

US tanks land like LVTs but do not transport other units. Conduct landing checks per 5.12 for each tank unit in a beach approach box. Draw a card to determine drift and another to determine the outcome of the tank unit's run to the beach. Consider the tank unit to be an LVT when determining step losses. If the tank unit is not eliminated, it remains in the hex indicated by the landing result. Treat water and reef results as beach results.

6.0 JAPANESE FIRE

During the Japanese Fire Phase, draw one fire card to determine which Japanese positions fire at US units. US units in the field of fire of a Japanese unit may be hit by fire and suffer disruption or step loss.

All undisrupted occupied Japanese positions may potentially fire—whether the units there are revealed or unrevealed. Firing does not cause a Japanese unit to become revealed.

6.1 Reading the Fire Cards

Each fire card identifies Japanese Positions eligible to fire and US units likely to be hit. Each fire card includes:

Three Japanese Position colors—every non-disrupted Japanese-occupied position matching a color symbol on the card may be eligible to fire at US units in the position's field of fire.

- A single color symbol indicates that positions of that color fire if occupied by a Japanese unit, with or without a depth marker.
- A double symbol indicates that positions of that color fire only if occupied by a unit and a depth marker, or by two units in a position group.
- Some position colors on the fire card have a star, indicating that a US Hero, HQ or General may be hit by fire from a position of that color (11.4).
- Some position colors on the fire card include an Armor Hit Bonus, indicating that fire from positions of that color is more likely to hit US armored units (see 6.36).
- Many position colors on the fire card have Action letters—**A, I, M, P** and **R**. At the start of play, disregard all letters in the position colors. Lettered actions will become available during the course of the game as explained in Section 12.

A US target symbol—US units with the target symbol indicated on the fire card are more likely to be hit by Japanese fire.

Some fire cards have a Japanese artillery value, indicating that a US unit may be hit by Japanese artillery fire, in addition to fire from Japanese Positions (6.5).

EXAMPLES OF OVERLAPPING & ABUTTING FIELDS OF FIRE

In this illustration the overlapping fields of fire of four Japanese positions are outlined: **Position D5** (blue), **Position D15** (orange), **Position Group D9/D10** (purple) and **Position Group D3/D4** (orange). Other fields of fire also exist in this map section, but for the clarity of this example are not included.

Each field of fire consists of hexes with intense and steady fire dots.

Abutting fields of fire. The proximity of some positions cause fields of fire from positions of the same color to abut, but fields of fire of a single color never overlap. If there is a question as to which position projects a given fire dot, note that dots are printed on the side of the hex nearest to the projecting position. In this illustration the fields of fire of orange positions D15 and D3/D4 abut along hex side 1120/1219.

Water fields of fire. Position D5 and Position Group D3/D4 project their fields of fire into water hexes, indicated by a square steady fire dot in each group of water hexes not separated by fire arc lines. For example water hexes 0918, 0919 and 0919 are in steady fire of blue position D5. Water hex 0820 is in steady fire of orange position group D3/D4. Water hexes 0619, 0719, 0720 and 0819 are in steady fire of D5 and D3/D4.

The water fields of fire in this illustration extend into water hexes beyond the edge of the map section.



6.2 Japanese Fields of Fire

The hexes around a Japanese position contain fire dots of the position's color. These make up the position's field of fire. Most positions have fields of fire extending only one or two hexes. Two types of fire dots represent different quantities of fire: Intense fire and steady fire. US units in a hex with one or more fire dots are susceptible to Japanese fire.

6.21 Position Groups

Positions with two or more component position hexes (such as E1 and E2) are considered one position and have one field of fire, even when some hexes in the position are occupied and some are not.

6.22 In a few places on the map, the proximity of Japanese positions causes fields of fire from positions of the same color to abut, but fields of fire of a single color never overlap. If there is a question as to which position projects a given fire dot into a hex, note that dots appear on the side of the hex nearest to the projecting position.

6.23 Water Fields of Fire

Each Japanese coastal position or position group on the north and west shore project a steady field of fire into an arc of water hexes, as defined by the fire arc lines and steady fire dots in water hexes. US units in such water hexes are considered in the position's field of fire and are susceptible to Japanese fire just like units on land.

6.24 Tank Extended Field of Fire

A position occupied by a Japanese tank unit projects steady fire into all hexes outside but adjacent to hexes in its field of fire (13.1).

6.3 Resolving Japanese Fire

Upon drawing a fire card, resolve Japanese fire for all positions matching any of the three colors appearing on the card.



- A position or position group occupied by at least one non-disrupted unit with or without a depth marker fires if its color appears on the fire card as a single color symbol.
- A position or position group occupied by a non-disrupted unit with a depth marker or two non-disrupted units fires if its color appears on the fire card as a double color symbol.

For each Japanese position firing, check each hex in its field of fire occupied by US units and refer to the Japanese Fire Chart. Use the row of the chart for the type of fire dot projected into the hex by the Japanese Position. Read across that row to the column listing the status of the Japanese position firing: a position with all units revealed (not depth markers), or a position with any unrevealed units. Read the result in the box to determine if any US units in the hex are hit by fire. Factors determining if a US unit is hit include the type of fire dot in the hex (intense or steady), the US unit's target symbol (● ♦ or ▲), and the US unit's type (armored or non-armored). Units hit by fire lose steps and/or become disrupted, as noted on the chart.

6.31 Hit Limits of Japanese Positions

In a single fire, a Japanese position or position group may hit a number of US units up to the number of non-disrupted Japanese units and depth markers in the position or position group. For example, a lone unit in a position may hit just one US unit in a single turn, while a position group with two unit markers and one depth marker may hit up to three US units. If the number of US units eligible to be hit exceeds this limit, select the units to take hits in the following priority order.

- **Priority 1:** Units in hexes with Intense fire dots. If after checking all Intense fire hexes, the Japanese position has not reached its hit limit proceed to priority 2.
- **Priority 2:** Units in hexes with steady fire dots, including water hexes. If after checking all Steady fire hexes, the Japanese position has not reached its hit limit, proceed to priority 3.
- **Priority 3:** If the position is firing with machine guns, units in hexes that have no fire dots and are adjacent to hexes with intense fire dots.

If you need to select from among units within one of these priorities, select the US unit with the most steps, then the unit closer to the firing position. If a choice still remains, you choose which units receive the hits.

6.32 Step Loss as a Result of Japanese Fire

A US unit hit by fire may suffer a one-step loss, as noted on the Japanese Fire Chart; flip the unit over to its reduced strength side. The next time the unit is hit, replace it with a reduced strength unit. If a unit with only one step is hit, remove it from play.

6.33 Disruption as a Result of Japanese Fire

A US unit hit by fire may become disrupted instead of or in addition to losing a step; place a disrupted marker on the unit. An already disrupted unit that incurs another disruption result is not further affected. A unit may be disrupted by fire from one position and lose a step as a result of fire from another position in the same Fire Phase.

6.34 Step Loss Limitation

A given US unit may not lose more than one step in a single Japanese Fire Phase, even if hit by fire from multiple Japanese positions (**Exception: 13.2M**). Apply the excess hits to other targeted US units if available; if not, ignore the excess hits. However, you must attempt to hit the most US units possible when assigning hits from multiple positions. For example, if Japanese position A is limited to hitting two units and three units are eligible to be hit, one of which is also hit by position B, assume that position B hits that unit, and Position A hits the other two.

6.35 A hex occupied by US units with a total of five or more steps is a concentrated target, increasing the units' susceptibility to Japanese fire. The units in a concentrated target are considered to have the target symbol shown on the Japanese Fire card, regardless of the symbols printed on the units' counters.

6.36 When a position color on the fire card includes an armor symbol, firing positions of that color receive the armor hit bonus. All US armored units the position is firing upon are considered non-armored when determining hits. Note that per the Japanese Fire Chart, US armored units in a hex with an intense fire dot are hit even if the firing Japanese position does not have the armor bonus.

6.37 Hits are against units, not stacks. One unit in a stack may be hit while the other is not. If both units in a stack are hit, both may lose a step.

6.4 Disrupted Japanese Units

A Japanese unit with a disrupted marker does not fire and does not project a field of fire (**Exception: US Communication 11.31**). A Japanese

unit remains disrupted until its position color appears on a fire card. After resolving all fire in the Japanese Fire Phase, remove disruption markers from every disrupted Japanese unit in a position matching a color appearing on the card, even if the unit became disrupted in the current Fire Phase.. Remove disruption from a Japanese unit if its color appears on the fire card as a single or double symbol, regardless of the number of Japanese units in the position.

6.41 If a position group has units in more than one hex and any of those units are disrupted, the non-disrupted units in the position still fire. However, the disrupted unit and its depth marker do not contribute in determining if the position is eligible to fire and how many units it can hit.

6.5 Japanese Artillery Fire (beginning Turn 2)

If you draw a fire card with an artillery result, first resolve all fire by Japanese positions, then check to see if Japanese artillery fire hits a US unit. Japanese artillery fire does not occur on Turn 1.

Procedure: The artillery result lists the number of Japanese-occupied artillery positions required in order to conduct artillery fire. The required numbers are further defined by artillery type: Heavy, medium or any. Count the number of artillery positions occupied by non-disrupted Japanese units. Count only those of the type listed on the card. If the number of eligible Japanese artillery units equals or exceeds the required number, one US non-HQ unit with the target symbol shown on the fire card is hit.

Artillery value examples:



If there are eight or more Japanese-occupied artillery positions with any type of artillery, a US unit is hit by artillery fire.



If there are two or more Japanese-occupied artillery positions with heavy artillery, a US unit is hit by artillery fire. Japanese units with medium or light artillery do not contribute in this case.

Choose a non-HQ unit with the target symbol shown on the card to lose a step, in the following priority:

1. In a beach approach hex.
2. In the water.
3. In a beach hex.

If you need to select from among units within one of these priorities, select the unit with the most steps. If a choice still remains, you choose which unit is hit. If no US units with a target symbol matching the card are in a beach approach, water or beach hex, no unit is hit by artillery fire.

6.51 Knocking Out Japanese Artillery

When a position with artillery is not occupied by a Japanese unit, the position does not contribute to Japanese artillery fire.

The artillery in an artillery position is permanently destroyed if occupied by a US unit or if hit by US Naval fire. Place an Artillery Destroyed marker in the position, as a reminder. If an unoccupied artillery position in which the artillery has not been destroyed subsequently becomes occupied by a Japanese unit, the position again contributes to artillery fire.

6.52 Occupied positions with artillery have fields of fire like all other positions. They may conduct fire and may contribute their artillery capability to artillery fire checks in the same Japanese Fire Phase, if called for by a Japanese Fire card draw.

JAPANESE FIRE EXAMPLES

The Japanese Fire Phase of Turn 4 is underway. The "M" action marker was revealed on turn 3, indicating that M actions are available to Japanese units. Other lettered actions are not available yet.

Example 1. You draw Japanese fire card #19 showing position colors of double orange, single green and double brown. Three positions shown in the illustration will fire.

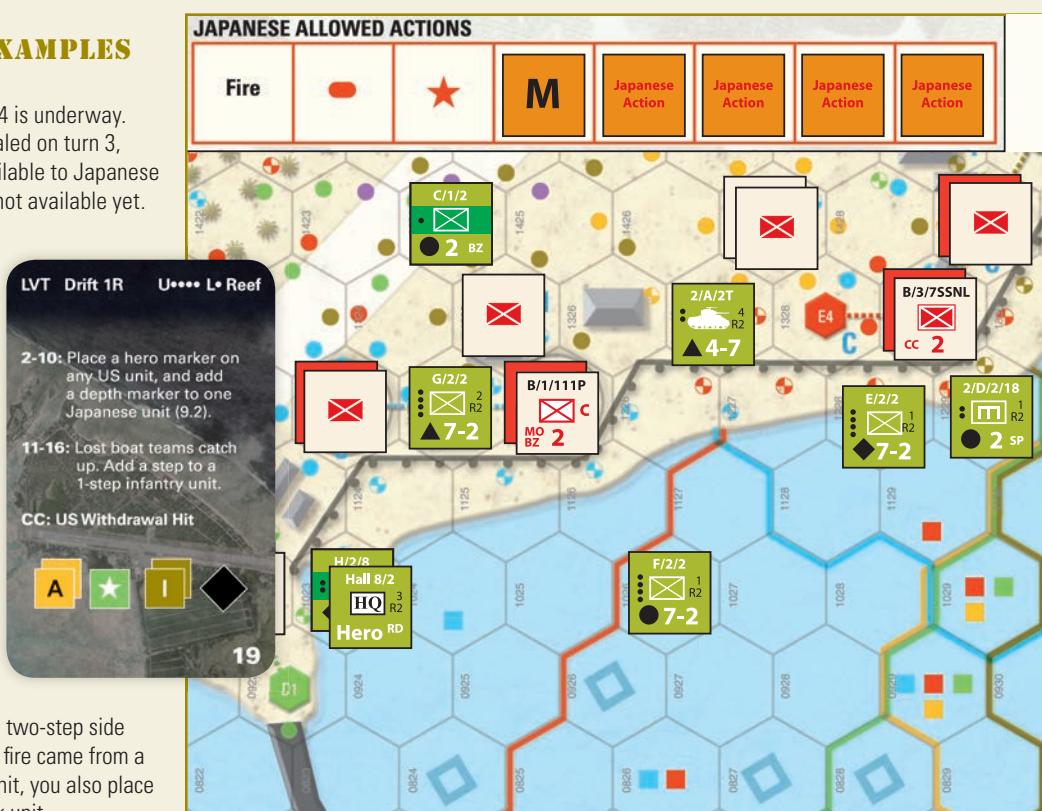
- The orange inland position in 1427 has just one US unit in its field of fire—the tank unit in 1327. That hex has an intense fire dot, indicating that the fire will hit US units of all types regardless of target symbol. The tank unit is hit. You flip the unit from its two-step side to its one-step side. Since the fire came from a position with an unrevealed unit, you also place a disrupted marker on the tank unit.

- Green coastal position 1022 has a US infantry and HQ unit in 1023 in its steady field of fire. The green position has a unit and depth marker and so may hit two units, and the position color on the card includes a star, indicating that the fire may hit a leader. The US infantry unit has the ◆ target symbol shown on the fire card and is hit; you flip the unit from its two-step to its one-step side. The HQ unit is also hit; you flip it to its non-hero side. Since the firing unit is revealed, the US infantry unit is not disrupted.
- Brown costal position 1429 has an engineer unit in 1229 in its steady field of fire. However, the engineer unit does not have the target symbol shown on the fire card and so is not hit.

The brown position in 1325 occupied by a lone Japanese unit does not fire because the double brown symbol on the card means that a depth marker or second unit is required. The blue and red positions do not fire because those colors do not appear on the card.

Example 2. Using the same situation, lets say you instead draw Japanese fire card #21 showing position colors of double red, single purple and single blue with the M action letter. Two positions will fire.

- Red coastal position 1329 has four US units in its steady field of fire, three on land and one in the water. The position has a Japanese unit and depth marker so it can hit two units with the ● target symbol in steady fire hexes. The engineer unit in 1229 and the infantry unit in water hex 1026 are hit. You remove a step from each unit.



- The blue coastal position group has four Japanese units and depth markers in 1225 and in 1223; and so may hit up to four US units. The M action letter on the fire card means the position fires with Machine Guns, extending its field of fire to include all hexes adjacent to hexes with intense fire dots (6.31). Five US units are in the position's field of fire. You check US units in fire priority order—intense, steady then machine gun—to determine that only two US units are actually hit.

Intense fire: The US infantry unit in 1224 is hit, even though it doesn't have the matching target symbol. You remove a step and disrupt the unit, since the firing position includes an unrevealed unit.

Steady fire: Then you check the three US units in steady fire hexes. None are hit: The infantry unit in 1023 lacks the matching target symbol; the HQ unit cannot be hit because the blue fire symbol does not have a star; the infantry unit in water hex 1026 is eligible to be hit, but already lost a step due to fire from the red position this Fire Phase.

Machine gun fire: Hex 1424 is adjacent to a blue intense fire hex and so is in the field of fire of the blue position's machine guns. The target symbol on the US infantry unit in 1424 matches that of the fire card and so is hit. The unit loses its last step, eliminating the unit.

Although the fire card shows a purple position color, there are no purple positions in the map section in this example.

7.0 US ACTIONS

During the US Action Phase you may conduct actions with US units. Each turn, you may select three US units or stacks, each of which may conduct one action. In addition, US units meeting certain requirements may conduct actions for free.

US units may conduct any of the following actions, if eligible:

- Move up to two hexes on land (all units)
- Enter an adjacent enemy occupied hex for close combat (all except artillery and HQs)
- Attack (all)
- Barrage (tank and artillery units only)
- Naval artillery barrage (naval fire marker only)
- Remove disruption (any unit with a disrupted marker)

7.1 Free Actions

Units may conduct free actions which do not count toward your limit of three actions per turn. However, a unit may only perform one action per turn, even if that action is free. Units may conduct free actions in the following situations:

- A unit with a Hero or Inspired marker.
- A unit with a disrupted marker.
- Headquarters units.
- A unit in command of an HQ unit. A unit that is stacked with or adjacent to an HQ unit at the start of the Action Phase is in command, and may conduct a free action. Units that are conducting free actions because they are in HQ command may conduct different actions from each other.

7.2 Conducting Actions

You may have your units perform actions in any order, sequencing your three allowed actions and your free actions as you choose. A given unit may perform no more than one action per turn whether that action is free or not.

You may place Action Taken markers on units that perform actions, to help you keep track of the expenditure. Remove the markers at the end of the Action Phase.

7.21 Two units in a stack may perform an action together at the cost of one action, as long as they perform the same exact action; for example, moving into the same hex, attacking the same Japanese position, or barraging the same hex. If you want the units in a stack to move in different directions or perform different actions you must use two actions. If you want two units in different hexes to attack the same Japanese position you must use two actions.

7.3 Action

Move up to two hexes on land. A unit starting its turn in a land hex may move one or two hexes in any direction on land.

The Terrain Effects Chart lists terrain that restricts or prohibits movement for certain unit types.

7.31 Moves Limited to One Hex

A unit must end its move if it enters a hex in the intense field of fire of a non-disrupted enemy position, or a hex adjacent to an enemy unit even if disrupted.

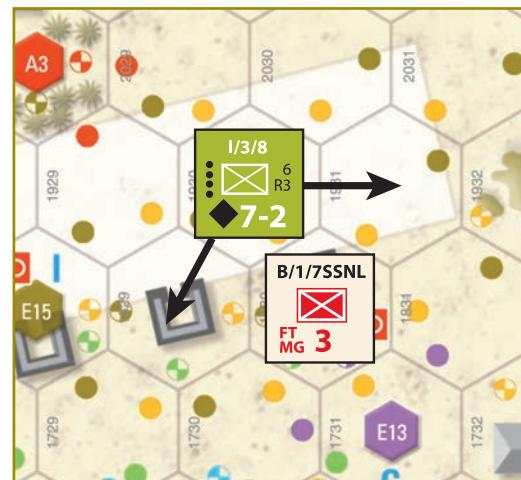
7.32 Infiltration Move

If you are moving a US infantry or engineer unit from a hex adjacent to and in the field of fire of an occupied and non-disrupted Japanese position, to a hex that is also adjacent to and in the field of fire of the same position, the US unit is attempting to infiltrate past the Japanese position and may be immediately fired upon. Upon attempting the move, make a special draw

of a fire card. If it shows both the color of the Japanese position and the target symbol of the infiltrating US unit, you must remove a step from the US unit.

- If the infiltrating US unit loses a step, you may choose to complete the move or keep the unit in the hex from which it started the move. In either case, the unit has performed an action.
- A unit infiltrating to a hex occupied by a US unit must check for Japanese fire, but is not considered a concentrated target, even if the move puts five or more steps in the hex.
- HQ's may not attempt an infiltration move on their own, but may move with a regular unit attempting infiltration.
- Tank units making this move do not check for Japanese fire. Artillery units may not conduct an infiltration move.

Infiltration Example. A US unit is adjacent to an occupied orange position. Arrows indicate possible infiltration moves by the US unit. Moves into other hexes are not infiltration. If the unit attempts to infiltrate, it would lose a step if the ensuing fire card draw showed a single orange color symbol and the ♦ target symbol. Since the Japanese unit has no depth marker, a card with a double orange color symbol would not cause a step loss for infiltration.



7.33 Once you move an HQ unit, it no longer provides free actions to units in its command for the rest of the Action Phase. Plan the sequencing of your units' actions accordingly.

7.4 Action: Enter Enemy Occupied Hex

A US infantry or engineer unit that begins the Action Phase adjacent to an enemy-occupied hex that has not been attacked in the current phase, may conduct an action to enter the hex. Doing so constitutes the unit's entire action and triggers close combat, which is resolved after all US actions in the Action Phase are completed. See 8.6 for the Close Combat procedure.

7.5 Stacking Limits

One or two US units may occupy a hex at the end of a US Action Phase. Stacking limits apply only at the end of the US Action Phase. You may exceed stacking during the US Action Phase and during other phases of the turn.

7.51 HQ units, Heroes and garrisons do not count toward stacking limits.

7.52 There is no limit per se to the number of steps that may occupy a hex. However, US units in a hex occupied by five or more steps are considered a concentrated target during Japanese fire (6.35).

7.53 If US units in a hex exceed the stacking limits at the end of the US Action Phase, you must eliminate units until the limits are met. Note that the

US Action Phase ends after resolving close combat. US units may exceed stacking limits during a close combat but, if US units still exceed stacking limits after all close combats are resolved, you must eliminate the excess units.

7.6 Disrupted US Units

A US unit with a disrupted marker may not perform any action, except the “free” action of removing the disruption marker. You may want to wait until all other units have performed their actions before removing disruption markers from US units, so that you do not inadvertently perform other actions with those units.

It is possible for a US unit to become disrupted during the US Action Phase, as a result of a US attack or close combat. Such a disruption may not be removed from the unit in the Action Phase in which it was incurred, since it has already performed an action. To aid you in differentiating units disrupted in the Action Phase from units disrupted prior to the phase, US disruption markers are provided in two shades.

8.0 US COMBAT ACTIONS

During the US Action Phase, your units may attempt to disrupt and destroy Japanese units via three types of actions:

- **Attack** a Japanese-occupied hex. An attack must include at least one infantry or engineer unit adjacent to the Japanese-occupied hex. Other units may participate from adjacent hexes and, if capable of ranged fire, from non-adjacent hexes.
- **Barrage** a Japanese-occupied hex exclusively from non-adjacent hexes. Tank units may barrage a Japanese-occupied hex in range of but not adjacent to the tank itself.
- **Conduct Close Combat** by moving into a Japanese-occupied hex. The close combat is resolved after all US actions in the phase are completed.

8.1 Units Eligible to Attack

An attack must include at least one infantry or engineer unit attacking a Japanese-occupied hex from an adjacent hex. As long as this requirement is met, any units may join in the attack against the same Japanese-occupied hex within the following conditions:

Infantry without range and engineer units must be in a hex adjacent to the Japanese-occupied hex.

Infantry units with a printed range of 2 or 3 must be adjacent to or within range of the Japanese-occupied hex.

Tank units must be within range and one or more of the following must be true:

- the tank unit is adjacent to the target hex, or
- the tank unit is adjacent to an attacking infantry unit, or
- the tank unit is in command of any HQ, or
- at least one attacking infantry unit is in command of any HQ.

Artillery units must be

- in range but not adjacent to the target; and
- in command of an HQ that is also commanding at least one infantry unit attacking the position; and
- not in the field of fire of a Japanese unit.

Naval fire may be included in the attack if you have a naval fire marker to expend, and at least one attacking infantry unit has a radio or is in command of an HQ.

8.11 Determining Range

A hex is in range of a US unit if the distance in hexes between them (counting the target hex but not the firing unit’s hex) is equal to or less than the firing unit’s range.

8.12 Each unit participating in an attack against a single Japanese-occupied hex must conduct an action in order to participate in the attack (7.21). A unit unable to conduct an action may not attack.

8.13 HQ units do not directly participate in an attack, and are not affected by the results of an attack.

8.2 Attack Weapons

Design Note: As in most war games, a successful attack requires greater numerical strength than the enemy, but equally important in DDaT is employing the right weapons and tactics.

Every US unit possesses one or more weapons, as shown on the US Weapons Chart. Every Japanese unit and depth marker lists weapon requirements. US units with the required weapons attack the Japanese unit more effectively than US units without.

8.21 Reduced-Strength US Infantry Weapons

The weapons possessed by reduced-strength infantry units are printed on their counter instead of on the Weapons Chart. The weapons possessed by reduced-strength infantry vary from unit to unit; to reflect differences in equipment lost and abandoned as casualties mount.

8.22 Flanking

Some Japanese units and depth markers list flanking (FL) as a weapon requirement. This weapon (actually a tactic) is not possessed by any US unit. In order to meet the flanking requirement in an attack, US units must be attacking the Japanese-occupied hex from at least two hexes that are adjacent to the target but not to each other.

- If both the Japanese unit and its depth marker list the flanking requirement, the US units must be attacking from at least three hexes adjacent to the Japanese hex to satisfy the requirement. The three hexes may be adjacent to each other.

8.23 Japanese Close Combat Requirement

Some Japanese units and depth markers list close combat (CC) as a weapon requirement. This requirement cannot be met by any attacking US unit.

- **Strategy tip:** a Japanese unit with CC cannot be defeated by US attack or barrage—only close combat will get the job done. A Japanese depth marker with CC can be eliminated by US attack attrition or by a US naval barrage.

8.24 Heroes & Weapons

When a unit with a hero attacks from an adjacent hex, the hero provides a weapon “wild card.” The hero may stand in for any one weapon requirement of your choice, after all Japanese weapon requirements are revealed.

- **Exception:** A hero cannot stand in for the flanking or close combat requirement.

- A hero can increase your attack strength by one, instead of providing a weapon wild card, at your option.
- This benefit is not cumulative. If more than one hero is involved in an attack, you may only name one wild card weapon or strength increase.

8.25 HQ Radios

US HQ units possess radios, a weapon requirement for defeating certain Japanese units. A US unit attacking a Japanese position from an adjacent hex when in command of an HQ may include the HQ’s radio among its weapon capabilities.

8.26 The naval fire weapon requirement can be met by expending a naval fire marker as a part of the US attack (see 8.5). In addition, a hero’s wild card can satisfy the naval fire requirement.

US ATTACK EXAMPLES

In the US Action Phase of Turn 7, you conduct actions to launch the three attacks shown in this illustration.

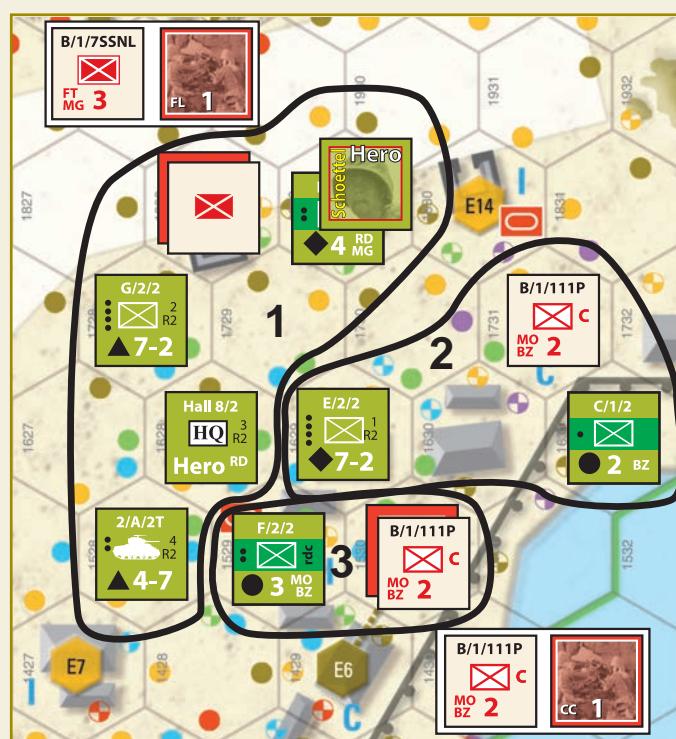
Attack 1: The infantry units in 1728 and 1829 and the tank unit in 1528 attack the Japanese position in 1828. The infantry units are eligible to participate because they are adjacent to the target unit. The tank unit is eligible to participate using ranged fire because the target unit is within the tank unit's range and the tank unit is in command of an adjacent HQ unit. Each unit conducts a free action—free because the tank unit and 4-step infantry unit are in command of an HQ and the 2-step infantry unit has a Hero.

1. You flip over the Japanese unit to reveal it, leaving the depth marker unrevealed.
2. The Japanese unit has a strength of 3, doubled to 6 for occupying a fortified building. Your units have a total strength of 15.
3. Tactics required to defeat the Japanese unit are flamethrowers (FT) and machine-guns (MG). The 4-step infantry and tank unit both possess machine guns. None of your units have a flamethrower, so you use the wild card combat tactic of your hero to satisfy that requirement.
4. Your units possess the required weapons and your strength is more than twice the Japanese strength. You refer to the lower section of the US Attack Chart and cross reference with the column for the Japanese situation "Japanese unit and unrevealed depth marker."

5. The attack result instructs you to reveal the depth marker and consult the chart again. The revealed depth marker increases the Japanese strength to 4—doubled to 8 for the fortified building; and adds the requirement that the attack flank the Japanese units (FL). You have units attacking from two hexes adjacent to the target but not to each other thus meeting the flanking requirement. You now have more strength but not twice the strength of the Japanese units (15:8) and all required tactics. You again consult the US Attack Chart, using the column for a Japanese unit and revealed depth marker. The attack result indicates that the depth marker is eliminated (remove it from play) and the Japanese unit is disrupted.

Attack 2: Two US units are attacking a Japanese position with a lone Japanese unit. The infantry unit in 1631 must spend an action to attack. The infantry unit in 1629 is in command of an HQ so its action is free. The Japanese unit has a strength of 2, doubled to 4 because your only unit adjacent to the defender is attacking across a seawall. Your total strength is 9. Your units possess the required weapons—bazookas and mortars—and your strength is more than twice the Japanese strength. You refer to the column of the US Attack Chart for a Japanese unit alone. The result indicates that the Japanese unit is defeated. You place the unit in the Japanese Eliminated Units box. If the Japanese unit were elite, you would instead place it facedown in the Japanese Reserve Units Box.

Attack 3: One US unit is attacking a Japanese position occupied by a unit and depth marker. The US unit is in command of an HQ and so conducts a free action. The Japanese unit has a strength of 2, with no terrain modifiers. You have a strength of 3. Your unit has the required weapons and your strength is greater than the Japanese unit's strength. The US Attack Chart instructs you to reveal the depth marker and consult the chart again. Now the Japanese position has a strength of three and requires close combat (CC), a requirement your unit cannot fulfill. Your strength now equals the Japanese strength and you do not possess the required weapons. The US Attack Chart instructs you to place a disrupted marker on your attacking unit.



8.27 Infantry Range

Infantry units with four steps have a range of 2. Heavy infantry (those with company designations D, H and M) with four steps have a range of 3 and with three steps have a range of 2. When such a unit is attacking from an adjacent hex, it has all the weapon capabilities listed for its type on the US Weapons Chart. When participating in an attack from a non-adjacent hex, a ranged infantry unit can bring fewer of its weapons to bear, as noted on the chart. As an infantry unit loses steps, it loses its ranged fire capability.

8.28 Tank Weapons

As noted on the US Weapon Chart, the weapon capabilities of a US tank unit depends on its range from the target hex. At a range of 1-7 hexes, the tank fulfills the requirement for artillery (AR) and a bazooka (BZ); at a range of 1-4 hexes, the tank also fulfills the requirement for a browning automatic rifle (BR) and a machine gun (MG).

8.3 Resolving an Attack

Resolve an attack by comparing the strength and weapons of the attacking US units to the strength and weapon requirements of the units and markers in the Japanese-occupied hex under attack. The Japanese defenders may become disrupted, lose their depth marker, gain a depth marker, or be defeated as a result of the attack. A defeated Japanese unit is removed from play, temporarily or permanently. US units may become disrupted as a result of attacking, and sometimes lose a step.

Once you have declared an attack action against a Japanese-occupied hex and selected all the US units performing actions to participate in the attack (including expenditure of a naval fire marker if you have one), resolve the attack as follows:

1. **Reveal the Japanese unit**, if not revealed. If the hex has an unrevealed depth marker, do not reveal it yet. If the hex does not have a depth marker and the Japanese unit strength is "0", the unit is defeated.

CLOSE COMBAT EXAMPLE

During the Japanese Action Phase, a Japanese unit and depth marker conduct the Assault Action to enter US-occupied hex 1728, thus triggering close combat in the hex (see Japanese action example on page 23).

You begin the close combat procedure by revealing the Japanese unit and depth marker.

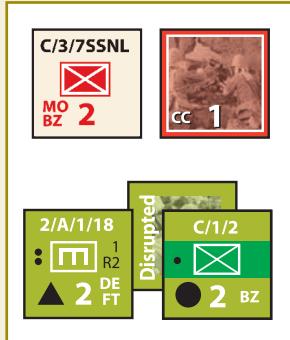
Next you pull cards from the deck to form draw piles for the opposing forces. You take four cards for the US side (three cards for the number of US steps and one card for the engineer unit with flamethrower), and you take four cards for the Japanese side (one for the unit, one for the depth marker, one because the Japanese are attacking, and one for the CC requirement on the depth marker).

Now you reveal cards for each side in turn, beginning with the Japanese side. Cards showing a brown position color will result in a hit, because that is the position the Japanese units came from.

- Japanese card 1 shows a brown position color. You must remove a step from a US unit and discard a US card. You choose to flip the engineer unit to its 1-step side.
- Now it's the US turn to reveal a card. However since the US units are disrupted you remove the disrupted marker instead of revealing a card.
- Japanese card 2 does not show brown—no effect.
- US card 1 shows the CC Event Heroism and brown. To implement the event you add a card to the US draw pile and discard a card from the Japanese pile. Then to resolve the brown, you eliminate the Japanese depth marker and discard a Japanese card.
- The Japanese side now has no cards so you reveal another US card. US card 2 shows the CC event Reinforce and no brown. To implement the event you add a depth marker from the inland depth pool to the Japanese force and add a card to the Japanese draw pile.
- The just added Japanese card 3 shows brown. You remove a step from the US units by eliminating the 1-step infantry unit and then discard a US card.
- US card 3 does not show brown.
- Again there are no Japanese cards so you draw the last US card (#4). It shows brown, which you resolve by removing the just placed Japanese depth marker.

Since neither side has cards left, the close combat ends by exhaustion. You place a disrupted marker on the surviving US unit in hex 1728, and return the surviving Japanese unit to the brown position hex from which it came, with a disruption marker.

Close combat in hex 1728



Japanese Card 1



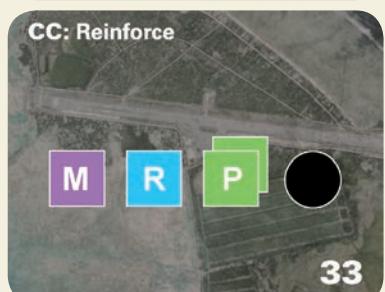
Japanese Card 2



CC: Heroism



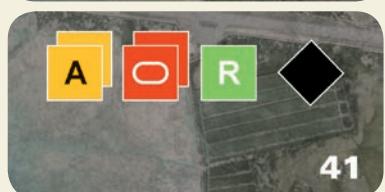
US Card 1



US Card 2



Japanese Card 3



US Card 3



US Card 4

2. Add up the total strength of your attacking units and compare it to the strength total of the revealed Japanese unit and depth marker (if present and revealed). The Japanese strength may be increased by the terrain in the Japanese position's hex, as noted on the Terrain Effects Chart.

3. Check to see if your attacking units possess all the weapons required to defeat the revealed Japanese unit and depth marker. If a hero is participating (or starting Turn 11 if you spend a support marker), the hero (or support marker) may stand in for one required weapon other than **FL** or **CC**.

4. Refer to the US Attack Table. Use the upper section of the table if you do not possess the required weapons; use the lower section if you do. Locate the line corresponding to the numerical comparison of your attack strength to the Japanese defense strength. Locate the column corresponding to the disposition of the Japanese units in the target hex—unit alone, unit with unrevealed depth marker, or unit with

revealed depth marker. Cross-index row with column to find the attack result. Attack results are explained on the Attack Table.

5. Apply the attack result to the Japanese unit and marker in the target hex, and to US units if called for. If the target hex includes an unrevealed depth marker, the attack result may direct you to immediately reveal the marker, recalculate the weapon and strength comparison, and consult the Attack Table again.

8.31 An attack by more than one unit against a Japanese-occupied hex is resolved as a single attack. Add the strengths of all your participating units together to acquire a single strength total, and utilize all the weapons of your participating units. A given Japanese occupied hex may be attacked only once in a given US action phase.

8.32 When attacking a position group, you attack only one position hex in the group at a time. Japanese units in the other hexes of the position group do not aid the defense and are not affected by the outcome of the attack.

8.33 Japanese Withdrawal

When a US attack defeats an elite Japanese unit on Turns 1-16, the unit withdraws instead of being eliminated, if it can trace Japanese communication at the moment of attack (see 11.2 and 11.23). Place the withdrawn unit face down in the Japanese Reserve Box. Place defeated units not eligible to withdraw in the Japanese Eliminated Units box on Turns 1-16. Starting Turn 17, all defeated units are removed from play. A unit is not eligible to withdraw if not elite, or not in Japanese communication.

8.34 There is no “advance after combat” when a Japanese unit is defeated by an attack—do not move your attacking units into the vacated hex. See the color booklet for examples and illustrations of US attacks.

8.4 Conducting a Barrage Action

A tank unit may conduct an action to barrage an eligible Japanese-occupied hex, if the tank unit is in range of but not adjacent to the target hex, and either of the following are true:

- The tank unit occupies a hex in the field of fire of the target hex.
- An undisrupted infantry or engineer unit occupies a hex in the field of fire of the target hex. The unit is considered to be observing for the tank unit. Observing is not considered an action. In order for an infantry unit to observe for the tank unit, either the tank unit or the observing unit must be in command of an HQ.

If these conditions are met, draw a fire card and refer to the US Barrage table to determine how the Japanese position is affected by the barrage. If the fire card does not show the Japanese position’s color or the barraging unit’s target symbol, the barrage has no effect.

8.41 Eligible Barrage Targets

A Japanese unit in a coastal position may be barraged whether revealed or unrevealed. A Japanese unit in an inland position may be barraged only if revealed.

8.42 A barrage may be conducted by only one unit. You may not combine the strengths of units into one barrage. Draw a separate fire card for every barrage you conduct.

8.43 A Japanese-occupied hex may be the target of more than one barrage in a single US action phase, but may not be attacked and barraged in the same phase. A barrage against a hex in a position group affects only the units in the target hex.

8.44 An unrevealed unit in an inland position hex may not be barraged. A hex occupied by both US and Japanese units may not be barraged.

8.5 Naval Fire Markers

You receive naval fire markers as a result of event card draws. You may expend a naval fire marker to add naval fire to a US attack, or to conduct a separate Naval Artillery Barrage.

8.51 Naval Fire in US Attacks

You may expend a naval fire marker to include naval fire in any US attack if a unit participating in the attack has a radio or is in command of an HQ

(thus having access to the HQ’s radio). If this requirement is met, naval fire contributes to your attack in two ways:

- the strength of the naval fire marker (9) is added to your attack strength,
- the weapon requirements for naval fire, artillery and demolitions are met.

8.52 Naval Fire Barrage

You may expend a naval fire marker to conduct a naval artillery barrage against any Japanese coastal position (revealed or unrevealed) or any revealed inland position on the map, as long as at least one undisrupted US infantry unit with a radio or in command of an HQ is in the target’s field of fire. If these requirements are met, the Japanese-occupied hex is barraged: place a disrupted marker on the unit in the hex. If a depth marker is in the hex, remove it from play. Japanese units are not eliminated by naval barrage. An inland position with an unrevealed Japanese unit may not be the target of a naval barrage.

8.53 A naval artillery barrage is considered a free action and may be performed at any time during the US Action Phase. However, a single Japanese-occupied hex may not be subject to a naval barrage and an attack in the same US action phase.

8.54 You may use a naval fire marker in the turn you receive it, or you may save it to use in a subsequent turn. Once you use the marker to conduct naval fire, discard the marker.

8.6 Close Combat

Close Combat may occur at three points in the sequence of play, in each hex containing opposing units:

- During a landing check in the Amphibious Operations Phase, if an LVT lands US units of any type in a Japanese-occupied hex, those US units conduct close combat against the Japanese unit.
- In the Japanese Action Phase, if a Japanese unit moves into a US-occupied hex, the Japanese unit conducts close combat against US units in the hex;
- In the Close Combat step of the US Action Phase, US infantry and engineer units in a Japanese-occupied hex conduct close combat against the Japanese unit there.

Close Combat Procedure

Resolve each close combat as follows:

1. Reveal all unrevealed Japanese units and depth markers in the hex.
2. Draw cards blindly for each side and place them face down in a Japanese pile and a US pile.

For the US, draw one card for each step in the combat, up to a maximum of four cards, even if more than four steps. Then draw additional cards for the US side:

- One additional card if one or more US engineer units with a flamethrower (FT) are in the combat;
- One additional card if one or more US heroes are in the combat.

For the Japanese, draw one card for each unit and depth marker in the hex. Draw additional cards for the Japanese side:

- One card if the Japanese are attacking (that is, the close combat is occurring during the Japanese Fire Phase);
- One card if the Japanese force has a total strength of 4 or more;
- One card for each close combat (CC) requirement listed on the Japanese unit and depth marker in the combat;
- One card if the Japanese unit is a tank or if a night turn is underway (only one card if both apply).

3. Reveal a card from the Japanese pile (**Exception:** If the Japanese units are disrupted, remove the disruption marker instead of drawing a card and skip ahead to the US card reveal.)

- a. If the card shows a Close Combat event, implement the event (8.67).
- b. Then, if the card shows the color of the position in which the close combat is occurring, remove a step from a participating US unit of your choice and discard the top card from the US pile.
- c. Finally, you may conduct US withdrawal under fire, at your option.

4. Reveal a card from the US pile (**Exception:** If the US units are disrupted, remove the disruption marker instead.)

- a. If the card shows a Close Combat event, implement the event (8.67).
- b. Then, if the card shows the color of the position in which the close combat is occurring, eliminate a depth marker from the Japanese participants and discard the top card from the Japanese pile. If no depth marker is present, eliminate the Japanese unit.

If the card shows neither an event or the position color, the revealed card has no effect. In any case, discard the revealed card. Terrain has no effect on close combat.

Repeat steps 3 and 4 until all participating units on one side are eliminated, or until all cards on both sides have been revealed. If one side runs out of cards before the other, continue revealing cards for the other side one after the other.

8.61 Ending Close Combat by Elimination

The close combat ends immediately if all units of one side are eliminated, or if the Japanese are eliminated by the Conscripts surrender CC Event. The survivors remain in the hex, and become disrupted.

- **Exception:** A Japanese unit conducting close combat in a non-position hex as part of the Assault action becomes disrupted and is moved to a nearby position hex, per the action description (12.8).
- You may eliminate a US hero in close combat instead of eliminating the last step of the unit to which the hero is assigned.
- Place elite units eliminated in close combat in the eliminated units box. Remove all non-elite Japanese units eliminated in close combat from play.

8.62 Ending Close Combat by Exhaustion

The close combat ends if both sides' card piles are exhausted. Surviving defending units remain in the hex, disrupted. Return surviving US units to an adjacent land hex or hexes closest to the direction from which they entered the close combat hex, disrupted. Return surviving attacking Japanese units to the position from which they entered the close combat, disrupted. If the attacking Japanese units came from the reserve box, return them there.

8.63 Ending Close Combat by US Withdrawal

You may choose to withdraw all participating US units during a close combat following the reveal and implementation of a Japanese card, even if your units are disrupted. To withdraw, draw one more Japanese card and implement its results (and event if any). Then place the surviving US units in a hex adjacent to the close combat hex. If more than one hex, in a hex from which US communication can be traced, then you choose.

8.64 Japanese Tank Units in Close Combat

Japanese tank units sometimes conduct close combat against US units in non-position hexes (13.2, Overrun). In this case, use the color on the tank unit's marker as the position color when checking for close combat hits by both sides. If the Japanese tank unit survives the Close Combat it does not become disrupted. Instead, place it in the nearest unoccupied position.

8.65 Japanese units and depth markers that survive a close combat remain revealed.

8.66 If cards remain undrawn at the conclusion of a close combat, return the undrawn cards to the top of the card deck.

8.67 Close Combat Events

Conscripts surrender. If the Japanese unit in the close combat is not elite and is not a tank unit, the unit and its depth marker are eliminated.

The combat is over. Remove the unit from play

Heroism. Add a card to the card pile of the side revealing this card and remove a card (if any) from the card pile of the other side.

Naval artillery blast. Draw a card from the draw deck (not the close combat draw piles). If the card does not show the color of the CC hex, no event. If the card shows the color of the CC hex and the target symbol for any US unit in the close combat, remove one step from that unit (your choice if more than one unit has the same symbol). If no US units in the close combat have the target symbol shown on the card, eliminate the depth marker from the Japanese force in the close combat; if no depth marker, eliminate the Japanese unit.

Reinforce. If the Japanese side reveals the card and the participating Japanese unit can trace communication, add a card to the Japanese card pile, and if the Japanese unit has no depth marker, draw and place depth marker, revealed.

- If the US side reveals the card, treat as no event.

US Withdrawal Hit. If US units are conducting withdrawal under fire, remove one step from a participating US unit of your choice.

9.0 JAPANESE UNITS, DEPTH & RESERVES

Japanese units on the map occupy Japanese position hexes. A unit may occupy a Japanese position hex alone, or with a depth marker stacked beneath it. A unit and its depth marker represent a single Japanese force at the position.

At the start of play no Japanese units on the map have depth markers beneath them, except for the three tank units. During play depth markers and Japanese reserve units enter play in several ways:

- A unit without a depth markers gains one as called for by an event, as the result of an unsuccessful US attack or via the Japanese Re-Supply action.
- Units in the Japanese reserve box may be placed in position hexes as a result of the Japanese **Reinforce** or **Muster** action, or when a depth marker is revealed to be a tactical reinforcement, or by the Tunnels event.

9.1 Revealing Japanese Units & Depth Markers

Japanese units and depth markers are initially placed on the map face down (unrevealed). The general type of unit or marker is identified on the back of the counter. An unrevealed unit exerts a field of fire and may fire.

A Japanese unit is revealed as the result of US actions—usually an attack or close combat (see Section 8). When a Japanese unit is revealed in a US attack, its depth marker remains unrevealed until such time as the unit is subject to a sufficiently strong attack. At that time the unit's depth marker is revealed to add to the unit's defense.

9.2 Adding Depth to Japanese Units

Depth markers are added to Japanese units during play as a result of event card draws and sometimes as a result of an unsuccessful US attack (see the US Attack Results Chart). An event may require you to add a depth marker to one unit, or to add depth markers to two units. During the Event Phase of Turn 1, the event "Add depth to 2 Japanese units" automatically occurs (no event card is drawn).

To resolve a depth marker event, choose one Japanese non-tank unit without a depth marker and place a depth marker beneath it. If there is more than one Japanese non-tank unit without a depth marker, choose a unit based on the following priorities:

1. Choose the Japanese unit closest in hexes to a US unit.
2. If two or more units are equidistant choose a unit in a position in or adjacent to a beach hex before choosing a unit in an inland position.
3. If there is more than one eligible unit in a given position type, place the depth marker in the position with the lowest ID number. If two or more positions have the same number, place the marker in the position with the lowest letter.

If the event calls for the placement of two depth markers, repeat this procedure.

A Japanese unit must be in communication in order to receive a depth marker (11.2). Disrupted units may receive a depth marker. If no unit is eligible to receive a depth marker, no depth marker is placed. A depth marker may only be placed in a Japanese position occupied by a Japanese unit. Depth markers never occupy a hex on their own.

9.21 Placing depth markers. Upon selecting a Japanese unit to receive a depth marker, randomly draw a depth marker from the appropriate depth marker pool and place it beneath the unit, unrevealed.

- For a unit in a position in or adjacent to a beach hex, draw from the coastal depth pool;
- For a unit in an inland position, draw from the inland depth pool.

9.22 A depth marker may be placed with a Japanese unit that previously lost its depth marker due to US attack or barrage. There is no limit to the number of times a Japanese unit may lose a depth marker and receive another, as long as it is in Japanese communication. **Tank exception:** Each Japanese tank unit begins the game with a depth marker, and may not receive another, even if the original depth marker is lost.

9.23 Depth marker depletion. Later in the game, one or both depth marker pools may become empty.

- If the coastal or inland depth pool is empty when a marker from either pool is called for, take a depth marker from the other pool.
- If the coastal and inland depth pools are both empty when either of those depth markers are called for, take no depth marker—the Japanese have run out of depth.

9.3 Japanese Tactical Reinforcements Triggered by a Depth Marker

A Japanese reinforcement unit enters play when you reveal a depth marker reading Tactical Reinforcement. When this happens, immediately conduct the following:

1. Remove the depth marker from play.
2. Draw a unit from the Japanese reserve pool and place it in the unoccupied inland position hex nearest to the position from which you removed the depth marker.
3. If two or more inland positions are equidistant, place the reserve in the position closest to a US unit. If still equidistant, place the reinforcement in the lower numbered position, then lowest lettered position.

9.31 If the reserve pool is empty, the tactical reinforcement does not enter play.

9.32 A depth marker revealed to be a tactical reinforcement during close combat does not contribute a card to the close combat. Place the arriving tactical reinforcement unit after resolving the combat.

10.0 US HEROES & HEADQUARTERS

Key US individuals and command formations are represented by hero markers and HQ units. Heroes and HQs are collectively referred to as leaders. Leaders do not count against stacking limits and do not possess steps. Any number may occupy a given hex.

10.1 Heroes

Heroes are individual soldiers and low level officers who performed above and beyond the call of duty, inspiring their fellow soldiers with initiative and courage in the face of overwhelming danger. DDaT includes counters naming some of these men. All hero markers are identical in capability.

10.11 Hero Entry

A hero enters play each time you draw the Hero event (exception, 10.17). Place a hero marker on a US unit of your choice. A hero is considered part of the unit to which you assign him and may not be transferred to another unit and may not be alone in a hex. Keep a hero's marker directly on top of his assigned unit. When a unit with a hero is eliminated, the hero (or inspired marker) is also removed from play.

10.12 Hero Free Action

A unit with a hero may perform an action for free in the US action phase. The free action is awarded only to the individual unit, not all units in the hex (**Exception:** 10.17).

10.13 Hero Attack Wild Card

A hero with a unit attacking a Japanese unit from an adjacent hex provides the attack with one of the following benefits:

- When checking to see if you have the weapons required to defeat the Japanese position the hero counts as one required weapon of your choice, other than close combat or flanking; or
- When calculating and comparing your Attack strength to the Japanese defense strength, you may use the hero to increase your strength by 1.

10.14 Hero in Close Combat

If US units involved in a close combat include one or more heroes, you draw one additional card for the US side (8.6).

10.15 Hero Sacrifice

A hero may be killed by Japanese fire (see 10.4). You may also voluntarily sacrifice a hero in the following circumstance to save a unit: If a hero is with a one-step unit that must take a step loss as a result of Japanese fire, you may choose to sacrifice the hero instead of eliminating the unit.

10.16 Inspired Units

When a hero is killed by Japanese Fire or voluntary sacrifice, his marker is flipped over to the inspired side and remains with his unit as long as the unit is in play. A unit with an inspired marker may perform an action for free in each US action phase. An inspired unit does not receive the hero's attack wild card bonus or close combat card draw.

10.17 Major Ryan

Historical Note. Major Michael P Ryan, commander of 3rd battalion, 2nd Marines landed on the western flank of the initial assault waves. Without a full HQ staff and somewhat isolated, he was able to effectively lead only those men in his immediate vicinity.

The hero marker for Major Ryan differs from other heroes in three ways:

- You place him during game set-up (Section 3) instead of appearing randomly.
- Major Ryan grants free actions to every unit in his hex. The actions may be the same or different.
- Major Ryan may grant a wild card combat tactic to any unit with which he is stacked—he is not permanently assigned to one unit, though he must always be with some US unit.

He can be killed or sacrificed like other heroes. If flipped to the inspired side, you must assign the inspired marker to one unit in the hex at that time.

10.18 The countermix includes eight Hero markers. This is a strict limit; once all eight hero markers have been placed, no more heroes enter the game. As noted in the event description, if the hero event occurs when no US heroes are available you may instead reveal a Japanese unit adjacent to a US unit.

10.2 Headquarters

The three regimental headquarters of the 2nd Marine Division are represented by HQ units, each comprising the regiment's commander, his staff and equipment.

Each HQ unit has the following capabilities:

- An HQ performs an action for free.
- An HQ commands all US units in the HQ unit's hex and in all adjacent hexes at the start of the US action phase, regardless of the units' designations.
- A unit in command of an HQ may perform an action for free.
- A unit that attacks a Japanese position from an adjacent hex while in command of an HQ is considered to possess a radio.
- An HQ enables tank and artillery units in its command to conduct ranged fire (see 8.1).
- Starting with Turn 11, an HQ may establish a command post to increase the range of its command.

10.21 HQ Heroes

Each HQ unit has two sides—one with a Hero symbol and one without. HQs enter play on their Hero side—representing the inspiring leadership of the officer named on the counter. An HQ on its hero side acts as both an HQ and a hero, conferring the benefits of a Hero to any unit with which it is stacked, per 10.13 and 10.14. If the HQ is hit (10.3), flip the HQ to its non-hero side to show that the officer has been incapacitated. An HQ on its non-hero side has all the capabilities of an HQ but none of a hero. An HQ hero may not be "sacrificed".

10.22 HQs & Close Combat

You cannot move an HQ unit into an enemy occupied hex. If a Japanese unit enters a hex occupied by a US HQ unit, the HQ is considered a one-step unit for purposes of drawing cards and elimination in the ensuing close combat.

10.3 Japanese Fire Against Leaders

A hero or HQ may be hit by Japanese fire during the Japanese Fire phase. If a fire card includes a Japanese position color with a star, a position of that color may hit a leader in its field of fire.

- If a hero is hit, he is killed; flip his marker to the inspired side.
- If an HQ is hit, it is flipped from its Hero side to its non-hero side.
- If an HQ on its non-hero side is hit, it is eliminated from play.

10.31 Select a leader to take a hit only after assigning hits to other eligible US units, regardless of the type of fire in the leader's hex. If the number of other units eligible to be hit equals or exceeds the Japanese position's hit limit, the leader is not hit.

10.32 Leaders do not become disrupted by Japanese fire or actions, although the units they are stacked with may.

11.0 CONTROL & COMMUNICATION

Each US unit controls the hex it occupies and most US units control adjacent hexes. Japanese units do not control hexes per se; they affect nearby hexes through their fields of fire. US control affects whether Japanese communication can be traced to a Japanese position or hex. Japanese fields of fire affect whether US communication can be traced to a US unit or hex.

11.1 US Control

A US unit of the following types controls the hex it occupies.

- Infantry with one step
- Engineers
- Artillery
- Headquarters
- Command posts
- Garrisons

A US unit of either of the following types controls the hex it occupies and all six adjacent hexes around it, even if disrupted:

- Infantry with two or more steps
- Tanks of any step level

11.11 A US unit in a hex with a Japanese unit does not exert control at all.

11.2 Japanese Communication

A Japanese position must be in communication in order to:

- receive a reserve unit (exceptions, Infiltrate action and Tunnels! event);
- receive a depth marker;
- withdraw after being defeated by a US attack;
- perform certain lettered actions.

A Japanese position hex is in communication if you can trace a path of hexes of any length from the position hex to at least two other Japanese-occupied positions or position groups. A position group is considered a single position when tracing Japanese communication. The communication path may not pass through any hexes occupied or controlled by US units. Furthermore, a Japanese communication path may not pass through a beach hex.

Japanese Communication Example

Group A: The four Japanese units are in communication. Each unit is able to trace a communication path to two other Japanese-occupied positions not in the same position group. The one step infantry US unit in hex 2139 controls only the hex it occupies, enabling the Japanese unit in hex 2039 to trace a communication path through hex 2140 to two position groups. If that US unit had more than one step, it would control hex 2140, preventing Japanese communication through that hex, thus putting all the Japanese units in Group A out of communication. Even though three units of the units would still be in position hexes that can trace communication paths to each other, each can trace communication to only one other position group.

Group B: The two Japanese units are not in communication. Each can trace to only one other Japanese occupied position.

Group C: This Japanese unit is not in communication. It cannot trace a communication to the units in Group A because Japanese communication cannot be traced through a beach hex.





11.21 A Japanese unit in a hex adjacent to a US unit negates US control of that hex for purposes of tracing Japanese communication through the hex, including tracing communication for the Japanese unit itself.

11.22 When tracing communication for an unoccupied Japanese position or for a position occupied by both Japanese and US units, the position's hex itself can be in US control and still be in Japanese communication if a communication path can be traced.

11.23 Communication status of Japanese positions is established at the beginning of the Japanese Fire Phase and does not change throughout the phase. A position out of communication at the start of the phase remains out of communication throughout the phase, even if Japanese fire reduces or eliminates US units that were blocking communication. During a US attack or close combat Japanese communication status is determined at the moment of resolution.

11.3 US Communication

US units must be able to trace communication in order to secure Japanese position hexes for victory purposes (14.2) and, beginning turn 11, to benefit from US Support Markers.

- A hex is in US communication if you can trace a path of hexes of any length from the hex to any beach hex in the US beachhead—defined as a beach hex adjacent to or west of position D6 and adjacent to or north of position F13.
- The path may not pass through any hexes occupied by or in the field of fire of a Japanese unit.

11.31 US communication may not be traced into or through a hex in the field of fire of a Japanese unit even if that hex is occupied by a US unit. A Japanese position's field of fire extends into all hexes with fire dots emanating from that position, even if the Japanese unit occupying the position is disrupted. An empty Japanese position has no field of fire for purposes of tracing US communication.

12.0 JAPANESE LETTERED ACTIONS

As the game progresses, Japanese positions gain the ability to conduct actions other than firing, as called for by action letters appearing with the position colors on the Fire cards.

At the beginning of turns 3, 5, 7 and 9, flip over one action chit on the Japanese Action track. The actions associated with the letter revealed on the flipped chit (R, M, A or P) immediately become available to all Japanese units for the rest of the game. At the beginning of Turn 11, flip over the I action chit, making **Infiltrate** actions available at that time.

For example, at the start of turn 3, you flip an action chit revealing Action Letter M, causing actions on the Japanese Action Matrix identified with the letter M to become available. From this point forward, when a position color on a fire card includes the letter M, positions of that color may conduct Machine Gun fire, Mortar Fire or Muster in certain situations, instead of regular fire. A position of that color occupied by a Japanese tank unit may conduct Multiple Fire.

Lettered actions may be performed by Japanese-occupied positions with and without US units in their fields of fire. In some cases, even unoccupied Japanese positions may perform actions. Action letters stand for a variety of actions, depending on the situation of the Japanese position.

Procedure: When you draw a fire card, check all the following types of Japanese positions matching the colors on the fire card to determine if each fires or conducts some other action:

- every Japanese occupied position,
- every unoccupied position within two hexes of a US unit and in Japanese communication. A position group is considered unoccupied if none of its hexes are occupied by Japanese units and at least one of its hexes is not occupied by US units.
- If a position color on the card shows the "I" action, also check all unoccupied positions not in Japanese communication.

For each position, refer to the Japanese Action Chart, cross-referencing the position's situation with the symbol/letter on the fire card to determine if the position conducts the action represented by the letter, or if it fires normally, or if it conducts no action. If a check results in fire or other action, conduct the action immediately, before checking the next position. A given Japanese unit performs just one action per Fire Phase.

Starting Turn 11 (when the time scale changes), some actions gain an additional component as noted in the action descriptions and summary. For example, units conducting the Resupply action from turn 11 on also get to fire.

JAPANESE ALLOWED ACTIONS

Fire	•	★	M	R	P	A	Japanese Action
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Once lettered actions come into effect, the sequence in which you check Japanese positions for fire and actions may have an impact on play. Therefore, check all positions matching the first (leftmost) position color on the card first, then all positions matching the second color, then the third. Within a position color, check all positions hexes in order from west to east.

As explained in 6.3, a single color symbol on the fire card indicates that positions of that color perform an action if occupied by a Japanese unit, with or without a depth marker. A double color symbol indicates that positions of that color perform an action only if occupied by a unit and a depth marker or two units (**Exception: Re-Supply, 12.11**).

An unoccupied position may perform an action allowed it by the Japanese Action Summary, regardless of whether the color symbol is single or double.

12.1 Re-Supply Action [R]

Eligible position: Occupied position with US units in its field of fire. If one or more Japanese units in the position have no depth marker, draw and place a depth marker for each such unit, face down—do not fire. If all Japanese units in the position have depth markers, fire.

Starting Turn 11: After checking for depth marker placement, all units in the position conduct fire.

12.2 Redeploy Action [R]

Eligible position: Occupied inland position with no US units in its field of fire. Applies to coastal positions beginning Turn 11. The Japanese unit in the position hex redeploys to an unoccupied position

JAPANESE ACTION EXAMPLES

LVT Drift 1L U...L... Inland 1

2-10: Smoke obscures beach. No fire from E positions adjacent to beach.

11-16: Take a naval fire marker.

17-30: Lost boat teams catch up. Add a step to a 1-step infantry unit.

CC: Naval artillery blast



The Japanese Fire Phase of Turn 10 is underway. Lettered actions M, R, P and A are available. You draw Japanese fire card #17 showing, in order from left to right, position colors of single orange [R], single blue [P] and double brown [A]. You check positions in the order they appear on the action card: orange first, then blue, then brown. There are two orange positions, so the westernmost orange position performs its action first.

- Orange inland position 1830 is unoccupied with US units within two hexes. Reference to the Japanese Action Summary shows the position is eligible for the **Reinforce** action. You draw a unit from the reserve pool and a depth marker from the inland depth pool and place them in the hex, face down. Turn 9 is currently underway so the newly placed units do not fire. On Turn 11 or later, the units would fire.
- Orange inland position 1427 is occupied by a lone Japanese unit with US units in its field of fire. The Japanese Action Summary indicates that the position performs the **Resupply** action. You draw a depth marker from the inland depth pool and place it beneath the unit.
- Blue inland position 1529 is occupied by a Japanese unit and depth marker with US units in its field of fire. The position performs the **Patrol** action, disrupting all US units in its field of fire. In this case, you place disruption markers on four infantry units and one engineer unit in hexes with blue fire dots. The US HQ unit in 1329 is not disrupted, per 12.61.
- Brown coastal position 1530, occupied by a lone Japanese unit does not perform an action. The double brown symbol on the card means that a depth marker or second unit is required.
- Brown inland position 1828 is occupied by a Japanese unit and depth marker with US units in its field of fire. The position performs the **Assault** action. You move the unit and depth marker into the nearest US-occupied hex in the position's field of fire. 1728 and 1729 are equally near so you move the unit and depth marker into the hex occupied by the least US strength—hex 1728 occupied by the engineer and infantry unit with a total strength of 4. Note that due to the previously performed patrol action, both US units are disrupted. You now resolve a close combat (see page 17; 8.6).



hex within three hexes of its current position and closer to the nearest US unit. If these conditions are met, move the unit and its depth marker (if any). If these conditions are not met, the position conducts no action. If more than one unoccupied position qualifies, place the unit in a qualifying position hex of a different color; if more than one or none, in the nearest position; then in the higher numbered position.

Starting Turn 11: If after redeploying any US units are in the newly-occupied position's field of fire, conduct fire, regardless of the color of the new position.

12.21 A Japanese unit may redeploy to a position hex in the same or different position group. In the rare event that two Japanese units would redeploy to the same position in the same Fire Phase, the westernmost unit redeloys first, if equally west then in the highest numbered position hex.

12.3 Reinforce Action [R]

Eligible positions: Unoccupied position in Japanese communication within two hexes of a US unit. If a coastal position, must be zone D, E or F. Place a reserve unit and a depth marker in the position.

Starting Turn 11: if after reinforcing, any US units are in the newly-occupied position's field of fire, conduct fire.

12.31 If multiple hexes in a position group are eligible for the reinforce action, place a reserve unit and depth marker in the lowest numbered eligible hex only.

12.32 If there are more positions eligible for reinforcement than available reserve units, place the units in the hexes that are closest to US units. If no depth markers are available, place a reserve unit alone.

12.33 Coastal position in zones A, B and C are not eligible for the reinforce action.

12.4 Mortar Action [M]

Eligible position: Occupied position with no US units in its field of fire. The Japanese unit fires mortar shells at US units beyond its field of fire but within the position's mortar range of four hexes. All land and water hexes within four hexes of the position may be hit by mortar fire. Treat all hexes within the position's mortar range as if in the position's steady field of fire. US units (including armor) with the target symbol indicated on the fire card are eligible to be hit. A unit hit by mortar fire loses a step but is not disrupted.

12.41 Mortar fire from a Japanese position with two or more units or a depth marker may hit up to two US units. Mortar fire from a position with one lone unit hits just one unit. If the number of eligible US target units exceeds the mortar fire limit, choose units with the most steps. If steps are equal, you choose the target.

12.42 If no US units with the target symbol shown on the Japanese fire card are within mortar range of the position, the position conducts no action.

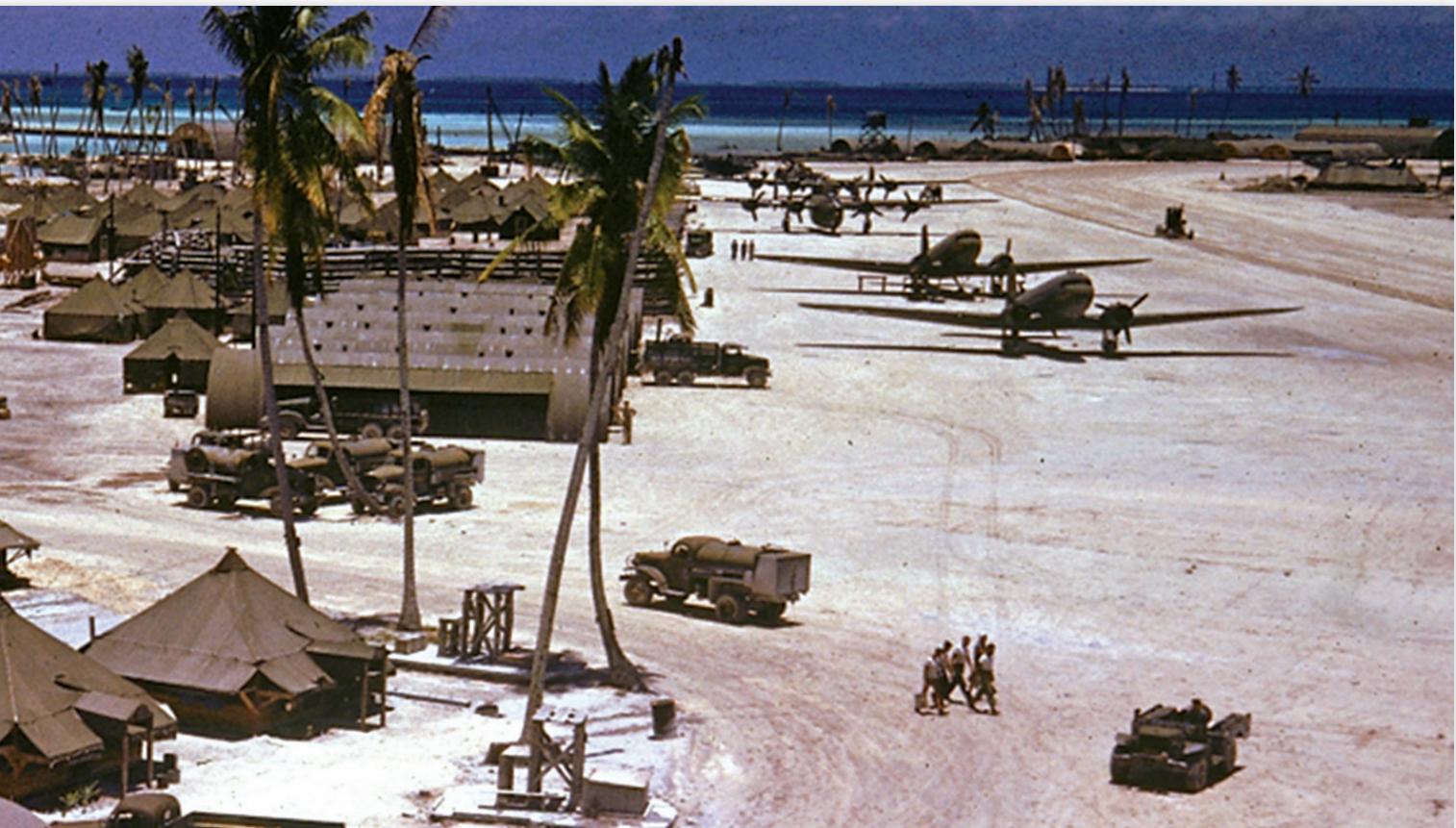
12.5 Muster Action [M]

Eligible positions: Unoccupied inland position in Japanese communication within two hexes of a US unit. Place a reserve unit in the position.

Starting Turn 11: Place a depth marker with the unit.

12.51 If multiple hexes in a position group are eligible for the Muster action, place reserve units in all eligible hexes.

12.52 If there are more positions eligible for muster than available units, place the units in the hexes that are closest to US units.



12.6 Patrol Action [P]

Eligible position: Occupied inland position.

The position does not fire. Instead it conducts probes and quick attacks to scout and harass the enemy. Place disrupted markers on every US unit, regardless of target symbol, in hexes in the position's field of fire.

If there are no US units in the position's field of fire, place a disrupted marker on just one US unit within four hexes of the position. If more than one US unit is within this range, disrupt the closest unit, then the unit with the target symbol shown on the fire card, then with the greater attack strength. Your choice if strengths are equal.

If no undisrupted US units are within four hexes of the Japanese position, the position conducts no action.

12.61 US HQ units are not disrupted by patrol actions.

12.7 Artillery Fire Action [A]

Eligible Position: Occupied coastal position with artillery and no US units in its field of fire.

If the coastal position has artillery, one US non-HQ unit is hit, regardless of distance. Choose a US unit with the target symbol shown on the fire card to lose a step, in the following priority:

1. In a beach approach hex.
2. In the water.
3. In a beach hex.

If you need to select from among units within one of these priorities, select the unit with the most steps. If a choice still remains, you choose which unit is hit. If there are no US units with the target symbol shown on the fire card eligible to be hit, the position conducts no action.

12.71 A position need not be in communication to conduct the artillery fire action, but must possess artillery.

12.8 Assault Action [A]

Eligible position: Occupied inland position.

If a Japanese-occupied inland position has US units in its field of fire, move the Japanese unit and its depth marker (if any) from the position into a US-occupied hex in the position's field of fire, then conduct close combat.

- If more than one US unit is in the position's field of fire, choose the US-occupied hex closest to the Japanese-occupied hex you are checking. If hexes are equidistant, choose the hex with the least US strength, then your choice. The US-occupied hex need not be a position hex.

If a Japanese-occupied inland position has no US units in its field of fire, move the Japanese unit and depth marker to a position hex no more than three hexes away from its current position and closest to the nearest US unit. The unit may move into an unoccupied or US-occupied position hex. If entering a US-occupied position hex, conduct close combat.

- If two or more eligible positions are equidistant from the nearest US unit, move to the position closest to the Japanese unit's current position, then you choose.

12.81 If the position has multiple Japanese-occupied position hexes, check each hex separately for assault.

12.82 Units conducting the assault action gain the benefit of any disruption or step loss inflicted on US units by other Japanese units in the phase.

12.83 If the assault action results in a close combat in a non-position hex, use the color in the position hex from which the Japanese unit began its assault to resolve the close combat.

12.9 Ambush Action [A]

Eligible position: Unoccupied inland position in Japanese communication with US unit in its field of fire.

The ambush action is conducted by an unoccupied Japanese position and represents fire from a reconnoitering or infiltrating force. An ambush is resolved using the Ambush column of the Japanese Fire Chart. An ambush

hits one US unit of any type with the indicated target symbol in a hex in the position's intense field of fire; the US unit loses a step. If there are no such units, the ambush disrupts one US unit with the indicated target symbol in a hex in the position's steady field of fire.

12.91 No more than one US unit may be affected by an Ambush from a single position or position group. If more than one US unit with the indicated target symbol is eligible to be hit, select the unit closest to the Japanese position, then the unit with more steps. If steps are equal, you choose.

12.10 Infiltrate Action [I]

Eligible position type: Unoccupied Japanese position NOT in Japanese communication and with US unit in its field of fire.

Place a reserve unit (but not a depth marker) in the position. The unit does not fire in the Japanese Fire Phase in which it is placed.

12.101 If multiple unoccupied hexes in a position group are eligible for the infiltrate action, place reserve units in all eligible hexes.

12.102 If there are more positions eligible for infiltration than available units, place the units in the hexes that are closest to US units.

13.0 JAPANESE TANK UNITS

The Japanese forces include three tank units. During play, when a tank's position is selected to perform an action, the tank performs actions specific to tanks.

13.1 Japanese Tank Extended Field of Fire

A position occupied by a Japanese tank unit projects a steady field of fire into all hexes one hex beyond the position's printed field of fire (that is, all hexes outside of but adjacent to a hex in the position's printed field of fire).

13.2 Japanese Tank Actions

A Japanese tank unit performs an action when its position color appears on the Japanese Fire card. As with other units, a tank unit with a depth marker conducts an action on a single or double color symbol, while a tank unit without a depth marker conducts an action only on a single color symbol. Tank units may also perform an action as the result of an event.

Initial Tank Disruption. All three tank units start the game disrupted. The first action a tank unit performs is to remove the disruption marker.

Default Tank Action: Fire or Advance. A tank activated by a position color without a currently available lettered action, or with the [I] action letter, performs the Fire or Advance action.

- Fire, if any US units are in the tank unit's field of fire.
- Advance if no US units are in the tank's field of fire. Move the tank unit and depth marker (if any) to an unoccupied or Japanese occupied position hex no more than four hexes away and closer to the nearest US unit. If two or more eligible positions are equidistant from a US unit, move to an unoccupied position, then to the highest numbered position. A tank unit will move to a Japanese-occupied position only if the unit in that position can trace Japanese communication. If the tank moves to a Japanese occupied position, the two units swap positions—place the other unit and its depth marker in the position from which the tank unit advanced.

[A] Tank Action: Double Advance or Fire

Conduct an advance, as described in the default action above.

- If the tank unit is able to complete an advance, then check to see if the unit can advance again. If so, advance the unit a second time following the same procedure as above.

- If the tank unit is unable to advance at all via this action, fire.

[R] Tank Action: Overrun

Fire, if any US units are in the tank unit's field of fire.

- If no US units are in the tank unit's field of fire, no action.
- If the tank fires but no US units are hit, no further action.
- If the tank fires and hits one or more US units, then move into the hex occupied by the nearest such unit and conduct close combat. If hit US units are equidistant, move to the hex occupied by the least US strength, then you choose.

The tank unit may move into a non-position hex when performing this action. If it does so, use the position color printed on the tank's counter to resolve the close combat. If the tank unit survives the close combat in a non-position hex, move the unit to the nearest unoccupied position (this could be the position from which the tank unit came). If unoccupied positions are equidistant, to the position closest to a US unit, then the lowest numbered position.

[M] Tank Action: Multiple Fire

Fire, if any US units are in the tank unit's field of fire. Then if any US units remain in the unit's field of fire after resolving the first fire action, conduct a second fire action, resolved as a completely separate action from the first.

- If no US units are in the tank unit's field of fire, no action.

[P] Tank Action: Advance and Fire

Conduct an advance as described in the default action above. Then if US units are in the tank unit's field of fire, fire.

- If no move is possible and US units are in field of fire, fire.

13.3 US Actions Against Japanese Tanks

Japanese tank units may be attacked like any other Japanese position, may be subject to close combat, and may suffer disruption and defeat. A defeated Japanese armor unit does not withdraw and is not placed in the eliminated units box—remove it from play.

No terrain defense benefit. Japanese armor units receive no benefit from terrain—do not double an armor unit's strength when attacked in a building or crater hex or across a seawall hexside.

14.0 WINNING & LOSING THE FIRST WAVES

The First Waves scenario ends if your forces suffer catastrophic loss, or at the conclusion of Turn 10, whichever occurs first.

14.1 US Catastrophic Loss

Catastrophic loss represents a level of casualties so great that the invader's fighting capability has been effectively destroyed. Play continues until the US forces suffer catastrophic loss—ending the game immediately—or until completing the last turn of the scenario, at which point you consult the victory conditions for the scenario to determine if you win or lose.

Catastrophic loss occurs if at any time after Turn 1, there are no infantry units on the map with at least three steps. During play, each time one of your regular infantry units loses its second step and is replaced with a two-step unit, place the counter for the full-strength unit in the Infantry Loss box. If all the counters for full-strength infantry units that have entered play are in the Catastrophic Loss box, the game ends.

Eliminated non-infantry units are not placed in the loss box and do not count toward catastrophic loss.

14.2 Victory Conditions

At the conclusion of Turn 10, determine if you win or lose the scenario. You win if ten or more Japanese position hexes are secured by your forces. A position is secure if all three of these requirements are met:

D-Day at Tarawa

- the position hex is occupied by a US unit or garrison;
- all position hexes **projecting intense fire** into that hex are also occupied by US units or garrisons;
- US communication can be traced from the position.

You lose if you have not secured at least 10 Japanese position hexes.

15.0 EXTENDED TURNS

Beginning with Turn 11, the time scale shifts from 30 minutes to 1 hour per turn, affecting several game functions:

- You draw two event cards per turn.
- The number of US units a Japanese position may hit when firing is increased by one.
- Your units may move up to three hexes per turn, on land and in water.
- You may eliminate a Japanese unit and its depth marker in a single US attack.
- US artillery units may conduct the barrage action.
- US headquarters units may establish command posts to increase the range of their command.
- Engineer units with the Support capability (SP) generate Support markers, which may be expended to establish a garrison, remove disruption from a US unit, give a free action to a US unit or provide a weapon "wild card" in a US attack.

15.1 Extended Turn Sequence Of Play

In Turns 11 through 30, the sequence of play follows the basic structure of the sequence of play in rules section 3, with the modifications and additions noted below.

I. US Amphibious Operations Phase

As in the basic sequence of play. However, units moving in water hexes may move three hexes instead of two.

II. First Event Phase

Draw an event card and implement the event listed for the current turn.

III. Japanese Fire Phase

As in the basic sequence of play.

IV. Second Event Phase

Draw another event card and implement the event listed for the current turn. Some events apply only in the first event phase; if drawn in the second event phase, treat as no event. Skip this phase on Turn 30.

V. US Engineer and HQ Phase

1. Take a support marker for each eligible engineer unit with support capability in a beach hex.
2. Spend support markers to place garrison markers in eligible position hexes or to remove disruption markers from US units.
3. Convert HQ units to command posts and increase the command range of previously established command posts (see 18.1).

VI. US Action Phase

As in the basic sequence of play, except that the situations in which US units may perform actions for free is expanded to include the following:

- A unit within the command range of an HQ Command Post,
- A unit for which you spend a Support marker.

VII. End of Turn

As in the basic sequence of play, and discard any unused support markers.

15.2 Losses from Japanese Fire

The number of US units that may be hit by a Japanese position or position group conducting regular fire is increased by one. For example, a lone unit firing may hit two units, while a position group with two units and one depth marker may hit four units. This increase does not apply to mortar and artillery fire.

A US unit may lose more than one step in a single Japanese Fire Phase when hit by fire from more than one Japanese position. The limits of 6.34 do not apply in the extended game. However, a US unit may lose no more than one step by fire from a single position or position group in a single phase (**Exception: 13.2/M**).

15.3 Additions to US Actions

15.31 Three-Hex Movement

A US unit performing a movement action on land may move up to three hexes. However, the unit must stop moving upon entering a hex in the intense field of fire of a non-disrupted enemy unit, or a hex adjacent to an enemy unit, even if disrupted.

15.32 Artillery Barrage Action

An artillery unit may conduct an action to barrage a Japanese-occupied hex if all the following conditions are met:

- The artillery unit is in range of but not adjacent to the target hex.
- The artillery unit is not in a hex in the field of fire of any non-disrupted Japanese unit.
- The artillery unit is in command of an HQ or CP.

If these conditions are met, draw a card and refer to the US Barrage table to determine how the Japanese position is affected by the artillery barrage. The eligibility requirements of 8.41 apply.

15.4 Landing on Beach Green

If playing the *Two Days in Hell* or *21 November* scenario, US units scheduled to land on Turn 28 are placed in the "G" beach approach hexes on Turn 27, with the following adjustments to the landing procedure:

- LVTs are not assigned to units landing on Beach Green—all such units must wade ashore.
- Do not conduct landing checks for units landing on Beach green.
- The G beach approach hexes are located within water fire zones, so units placed in these hexes are susceptible to fire in the Japanese fire phase.

16.0 COMMAND POSTS (CPS)

You may convert your HQ units into command posts during the US Engineer and HQ Phase on Turn 11 or after. A CP may not move but gains a command range that increases over time, enabling it to command US units up to five hexes away.

16.1 Establishing a Command Post

An HQ unit may convert to a CP in any hex that is not in the potential field of fire of any Japanese position. If a Japanese-occupied position or an unoccupied position in Japanese communication projects any fire dots into the HQ's hex, the HQ may not convert into a CP there.

To establish a Command Post, replace an HQ unit with the corresponding Command Post unit during the US Engineer and HQ Phase and place the matching command range marker in the first space of the Command Range track. Doing this is not considered an action.

16.11 Abandoning a Command Post

You may revert a CP to a regular HQ unit during the Engineer and HQ Phase by replacing it with the corresponding HQ unit on its non-hero side. If you do so, remove the corresponding command range marker from the command range track.

16.2 Command Range

When you first establish a CP it commands US units in its hex and any adjacent hexes, like an HQ unit. The initial placement of the CP's command marker on the command track shows this capability—a command range of one hex. In subsequent turns you may increase the CP's command range. During the US Engineer and HQ Phase you may advance the marker for an already established CP one space along the command range track, as long as the CP's hex is not currently in the field of fire of any occupied Japanese position.

16.21 As many as three command range markers may occupy the command range track (one for each US HQ in the game), and every marker may be advanced along the track during the US Operations Phase, if eligible.

16.22 Some command range values are repeated on the command track. For example, command range 3 appears in three boxes in a row, meaning that it takes at least three turns to increase a CP's range from 3 to 4.

16.3 Capabilities of Command Posts

A CP commands all the US units within its current command range. For example, a CP with a range of three commands all US units within three hexes of its hex. This range is counted by including the hex occupied by the unit to be commanded but not the CP's hex.

Units within a CP's command range receive all the benefits of being in command of an HQ including:

- Free actions
- Radios
- Coordination of tank and artillery ranged fire for US attacks.
- Tank and artillery barrage

16.31 Command range may be counted through hexes in Japanese fields of fire but not through Japanese units.

16.32 A CP in the field of fire of a non-disrupted Japanese unit may not command US units. In such a situation, the CP's range marker retains its current position on the command track, but its range may not be increased.

16.33 A CP is considered a leader and may be hit by Japanese fire. If a CP is hit, it immediately reverts to an HQ unit; replace it with the corresponding HQ unit on its non-hero side and remove its command range marker from the command track. A command post is not eliminated by Japanese fire.

17.0 US ENGINEER SUPPORT MARKERS

US engineer units marked "SP" support your forces by providing support markers. During the US Engineer and HQ Phase of each turn you receive one support marker for each engineer unit with support capability in a hex from which it can trace US communication and not in an enemy field of fire. For example, if three engineer units marked SP are in hexes from which communication can be traced to the US beachhead and not in the field of fire of a Japanese-occupied position, you receive three support markers.

You may spend support markers to benefit your forces in any of four ways:

- To place a garrison marker in a position hex, thus making the hex US-occupied.
- To remove disruption from one US unit.
- To enable a US unit to perform an action "for free."
- To provide a "wild card" tactic in a US attack.

17.1 Use of Support Markers

You may spend a support marker for any of its functions only if the hex in which the function is to occur is in US communication. Support markers must be used on the turn received, you may not save them from turn to turn.

17.2 Establishing a Garrison

During the US Engineer and HQ Phase, you may spend a support marker to place a garrison in a position hex meeting all the following requirements

- Occupied by or adjacent to a US unit
- In US communication
- Not in the field of fire of a Japanese unit, even if disrupted.

If these requirements are met, flip the support marker to its garrison side and place it in the position hex.

17.21 Properties of Garrisons

A position hex with a garrison marker is considered US-occupied when checking for Japanese actions and when determining if a position is secure (14.2).

- Garrison markers do not count as a unit for stacking.
- A garrison marker may not perform actions and may not participate in a US attack.
- A garrison marker is removed if alone in a hex in the field of fire of a Japanese unit performing any action other than disruption removal, or if a Japanese unit enters its hex.

17.3 Removing Disruption

During the US Engineer and HQ Phase you may spend a support marker to remove a disruption marker from one US unit in US communication.

17.4 Allowing a Free Action

During the US Action Phase you may spend a support marker to allow a single US unit capable of tracing US communication to perform an action for free. The action does not count toward the US action limit, though a given unit can perform no more than one action in a single action phase, free or not.

17.5 Providing a Wild Card Combat Tactic

During the US Action Phase you may spend a support marker as a wild card combat tactic in an attack, if the attack includes at least one unit in US communication and in command of an HQ. Declare the expenditure and the specific tactic during attack resolution at the moment you need a combat tactic. An engineer wild card tactic does not fulfill the requirement for FL and CC.

18.0 WINNING & LOSING THE EXTENDED GAME

The *20 November* scenario ends at the conclusion of Turn 15. The *Two Days in Hell* scenario may end at the conclusion of Turn 15 if your invasion is going especially well or poorly, otherwise the scenario continues until the conclusion of Turn 30.

In addition, both scenarios end immediately in a decisive Allied loss if your forces suffer catastrophic loss (14.1).

18.1 Victory Check at Turn 15

Upon completing Turn 15 in the *20 November* scenario, determine which Japanese positions you have secured, as defined in 14.2.



- You win the scenario if you have secured 15 position hexes, of which at least one must project a printed field of fire onto the southern beach.
- You lose the scenario if you have secured less than 15 position hexes or less than two position hexes projecting a printed field of fire on the southern beach.

Upon completing Turn 15 in the *Two Days in Hell* Scenario, determine which Japanese positions you have secured, as defined in 14.2.

- You win the scenario decisively if you have secured 20 position hexes, of which at least three project a printed field of fire onto the southern beach.
- You lose the scenario decisively if you have secured less than 12 position hexes.
- If you do not win or lose, the scenario continues on to Turn 30.

18.2 Victory Check at Turn 30

Upon completing Turn 30 in the *Two Days in Hell* or *21 November* scenario, determine which Japanese positions you have secured, as defined in 14.2.

- You win the scenario if you have secured all positions in three island zones, one of which must be zone A or F, plus at least eight positions in other zones.
- You lose if you fail to achieve the objectives for winning.

For example, if you have secured all the position hexes labeled F, E, D and A, plus one position hex labeled B and one labeled C, you win.

19.0 THE OVERNIGHT TURN (TURN 16)

If playing the *Two Days in Hell* scenario, Turn 16 represents the 11 hours of the Nov 20/21 overnight. To conduct this turn, use the special night sequence of play presented in this section.

I. US Amphibious Operations Phase.

Conduct only the following:

1. Move each unit in a water hex to the nearest beach hex. If beach hexes are equidistant, you choose.
2. Remove from play all US artillery units not yet on the map. These are no longer available to enter play.
3. Place units scheduled to arrive Turn 17 in beach approach hexes, if not already in play.

II. First Event Phase.

Skip this phase.

III. Japanese Fire Phase.

Conduct as in the regular sequence of play, with the following adjustments:

- If Admiral Shibasaki is alive, conduct TWO Japanese Fire Phases in a row.
- Japanese fields of fire are limited to just one hex; that is, Japanese units firing may only hit US units in adjacent hexes.
- Treat all **M** action letters on fire cards as no letter.
- A unit instructed to perform the Artillery action conducts no action.
- For purposes of tracing Japanese communication, US units control only the hex each occupies. Japanese communication may be traced through hexes adjacent to US units.
- Do not conduct Japanese Artillery fire.

IV. Second Event Phase.

Skip this phase.

V. US Engineer and HQ Phase.

Skip this phase. No support markers are available this turn.

VI. US Action Phase.

Conduct as in the regular sequence of play, with the following adjustments:

- HQs and CP's have a command range of 0. That is, they only command units in their own hex.
- US units may move only one hex.
- US units conducting infiltration do not make an infiltration check.
- US attacks may not include units conducting ranged fire or naval fire markers.
- US tanks and artillery may not conduct barrages.
- Japanese communication may be traced through hexes adjacent to US units.

VII. End of Turn.

Conduct as in the regular sequence of play, with the following additions:

- **Japanese reorganization.** Mix together face down all elite eliminated units. Blindly draw half of those units, rounded down, and place them in the Japanese reserve box, face down. Then mix together facedown all non-elite eliminated units (but not tank units). Blindly draw two of those units and place them in the Japanese reserve box, face down.
- **Loss of contact.** Flip all revealed Japanese non-tank units and depth markers to their unrevealed side.

20.0 21 NOVEMBER SCENARIO

21 November covers the second day of the invasion of Betio (Turns 17-30), when the US invaders attempt to expand their tenuous beachhead and take control of the island. The scenario begins on Turn 17 and ends on Turn 30, or earlier if the US forces suffer catastrophic loss. Victory conditions are the same as those in the *Two Days in Hell* scenario (18.2).

Set up *21 November* as follows, instead of using Section 3.

20.1 Japanese Set Up

Divide all Japanese non-tank units into two facedown piles—elite and non-elite. Draw 19 elite units and eight non-elite units—only these units are in the scenario.

Divide all depth markers into coastal and inland piles, facedown. Do not include the three tank depth markers and the four coastal depth markers listing tactical reinforcements.

Mix all surviving units together facedown. Place one in each of the following 24 positions on the map face down. If the position listing is appended with a **C** or **I**, place a coastal or inland depth marker beneath the unit. Place a total of eleven depth markers in positions.

A4, A8, A11	D6/C, D8, D12, D16/I
B1, B3/I, B5/I, B8, B11, B12/C	E6/C, E9/I, E12/I, E13, E15
C7, C13	F6/C, F7/C, F8/C, F12

Place three units in the Japanese Reserve Units box face down.

Place six Inland depth markers and five coastal depth markers face down in their respective depth marker boxes. Remove all other depth markers from play.

Place the Shibusaki marker on its killed side.

All Japanese actions are available. Place all Japanese action markers on the Japanese action track, revealed, and in any order, as a reminder.

20.2 US Set Up

Place the following US infantry units within two hexes of the listed hex, but not adjacent to a Japanese unit. Place units with the indicated number of steps

- 1218:** E/2/8•••, F/2/8•••, G/2/8••, H/2/8••
- 1419:** K/3/8•••, L/3/8••, M/3/8••••
- 1622:** C/1/2•••, D/1/2••
- 1424:** F/2/2••, G/2/2••••, H/2/2•••
- 1326:** A/1/2••••
- 1437:** B/1/2••, I/3/2•••, L/3/2••, M/3/2•••; assign Hero Ryan to one of these units.

Place HQ 8/2 command post in D10. Place the following units and markers within four hexes of HQ 8/2 and not in the field of fire of a Japanese-occupied position: 2/C/1/18••, 3/F/2/18••, 3/C/2T•• and three garrison markers.

Place HQ 2/2 command post in E5. Place the following units and markers within four hexes of 2/2HQ and not in the field of fire of a Japanese-occupied position: 2/A/1/18••, 1/D/2/18••, 1/A/2T••, A/1/10•• and three garrison markers.

Place the following units within two hexes of **1337**, but not in the field of fire of a Japanese-occupied position: 3/A/1/18•, 3/D/1/18•, 3/A/2T•.

Place four hero markers and one inspired marker on any five infantry, engineer or tank units.

Place two full strength and one reduced strength LVT markers in the available LVT box.

Place units scheduled to enter on Turn 17 in the beach approach boxes. Place units scheduled to enter on Turn 28 on the turn track.

Place the command range markers for the two HQ units on the second space of the command track.

Three infantry units, two tank units, four engineer units, and six LVT markers are eliminated at scenario start.

21.0 OPTIONAL RULES

After playing the game several times, you may wish to incorporate any of these three optional rules.

21.1 Hawkins' Raid

In the pre-dawn hours of 20 November, Lt William Hawkins led a raid to take out a Japanese gun nest occupying the pier extending out to the coral reef (hex 0126). The successful raid prevented Japanese flanking fire against the first wave of arriving marines.

This optional rule allows for variant outcomes of the raid. After setting up for play but before starting Turn 1, draw three fire card. Total the number of leader hits (stars) in all the fire symbols on all three cards.

3 stars	Raid fails. Japanese deploy extra forces in response. Place depth markers in positions D2 and E2. Ignore the first occurrence of the event calling for Shibusaki to be killed.
2 stars	Raid partially successful. Place depth marker in position D2.
1 star	Raid successful (historical result). Proceed with normal game play.
No stars	Raid achieves Coup de Grace. Raiders conduct additional operation. Do not implement the Turn 1 event calling for placement of two depth markers.

21.2 First Battalion, 8th Marines Landing Options

This battalion and attached elements, totaling seven units and scheduled to enter on Turn 17, landed at beach R2. However, divisional command had options with its deployment. If using this optional rule, you may at the start of the game, assign the battalion to beach R1, R2 or R3. You are bound by this decision when the units eventually arrive.

21.3 Admiral Shibusaki Survives

The commanding officer of the Japanese forces on Betio, Rear Admiral Keiji Shibusaki, was killed on 20 November, most likely by a Naval artillery blast in the early afternoon while in the process of relocating his headquarters.

This optional rule assumes that Shibusaki survived to command his forces throughout the 20th and 21st. Use this rule if playing the *Two Days in Hell* and *21 November* scenarios. This optional rule increases effectiveness of Japanese forces while accelerating the commitment of US reserves.

- Treat all events calling for Admiral Shibusaki to be killed as no event.
- Place US units scheduled to arrive on Turn 28 (six units) in the Turn 20 turn space.
- Place units marked D+2 (5 units) in the Turn 24 space. When landing these units, assign them all to beach R2 or R3.
- **Victory adjustment:** to achieve a US victory, all Japanese units must be eliminated by the end of Turn 30.

You may also choose to put this optional rule into effect while playing the *Two Days in Hell* scenario if Rear Admiral Shibusaki is still alive at the start of Turn 17.

EVENT DESCRIPTIONS

Events that are not fully explained on the event cards or elsewhere in the rules are listed here, with necessary rule details.

Ammo Dump Explodes. Eliminate a depth marker from an inland Japanese position of your choice. If no inland positions have depth markers, no event.

Engineers take cover from Japanese fire. Do not take any support markers this turn.

Expedited Arrival. Place all US units scheduled to arrive on Turn 28 in their assigned beach approach hexes per 15.4.

Flanking fire from Japanese infiltrators hits US unit in water.

Remove a step from one unit in a water or beach approach hex. If more than one unit is eligible, the unit with the most steps is hit, then the unit with the target symbol indicated on the event card. If more than one or no units have the target symbol, you choose.

- One instance of this event requires Admiral Shibusaki to be in command. If he is dead, no event.

Hero. Place a hero marker on any US unit. Some hero events also call for adding a depth marker to one Japanese unit. Place the depth marker in accordance with 9.2. If all eight Hero markers have already appeared, no Hero is placed; instead, you may reveal any one Japanese unit adjacent to a US unit.

Land a US Artillery unit on any beach hex in the indicated beach zone.

Place a disrupted marker on the unit. Stacking limits must be obeyed. Historical note: Elements of the 10th Artillery Regiment struggled to land on Tarawa due to the unexpected shortage of LVTs. Over the course of the first day, a few guns were manhandled to the beach by soldiers wading ashore.

Lost boat teams catch up. Add a step to a 1-step infantry unit of your choice, by flipping the unit from its one step side to its two step side. If there are no 1-step infantry units in play, disregard this event.

Japanese Counterattack. If this is the first event card draw for the turn conduct the upcoming Japanese Fire Phase with the following modifications.

- Shuffle all discards back into the card deck.
- **Conduct "A" actions.** Treat all three position colors shown on the fire card as if they had the A action letter, instead of the letter or symbol each shows.

If this event occurs as the second event card draw for the turn, the counterattack will occur in the Japanese Fire Phase of the next turn. Place the "A" Japanese Action marker in the First Event Card space as a reminder. Do not draw an event card in the first Event Phase of the next turn. Instead, return the A marker to the action track at that time and conduct the ensuing Japanese Action Phase as modified above.

Some instances of the counterattack event state that Admiral Shibusaki must be in command. If he is dead, treat this as no event.

Japanese tank unit of the color indicated with the event conducts the default tank action, Fire or Advance. Select a non-disrupted tank unit with the color matching the event color. If the unit is not in play, no event. Resolve the action per 13.2. **Correction:** The tank event on card 03 should have a green event color, not brown.

Japanese wires cut. All Japanese units called on to perform the redeploy or assault action in the upcoming Japanese Fire Phase perform no action. No event if drawn as second event of the turn.

LVT commandeered for wounded. Remove one step from an LVT unit of your choice in the Available LVT box.

Marines hitch a ride. Move one unit in a water hex of your choice two hexes (just one hex if the first hex entered is a beach hex).

No ship to shore communication. No LVT units are available for landing next turn. Place the No LVT Comm marker in the Available LVT box as a reminder. Remove the marker at the end of the US Amphibious Operations Phase of the next turn. Any units currently in beach approach boxes may be placed in the calendar space two spaces out, at your option—in effect waiting one turn for transport to be available.

Orders received. Place all US units scheduled to arrive on Turn 17 in the R2 Beach Approach hexes, per 5.3. Historical note: These units were ready to land on November 20, upon receiving word from the leadership on shore. Historically, the landing order was given but not received.

Rear Admiral Shibusaki killed by naval fire. Flip his marker to its killed side. If already killed, no event.

Smoke obscures beach. The coastal positions in the zone listed in the event do not fire this turn, even if their color appears on the fire card. Place smoke markers on the positions as a reminder. A position with a smoke marker may perform actions other than firing. Remove the smoke markers at the end of the turn.

- If a US unit attempts an infiltration move against a position affected by smoke, a fire card is still drawn to see if the infiltrating unit suffers a step loss.

Transport delayed. Relocate all units in beach approach hexes to the turn track, two turns ahead of the current turn. For example if Turn 4 is underway, remove units from beach approach hexes and place them in the Turn 6 space of the calendar.

Tunnels! Place a Japanese unit from the reserve box in a position occupied only by a US garrison marker, and remove the marker. If more than one such hex, place the unit in the position closest to an on-map Japanese unit, then lowest numbered position. If there are no garrison markers on the map or no units in the Japanese reserve box, no event.

Unexpected US naval fire hits position. Draw a fire card to randomly determine which of three positions is hit by a barrage of US naval artillery fire. The position listed on the event card with the target selector shown on the fire card is hit.

- If a Japanese unit is in the position it is disrupted and its depth marker (if any) is eliminated.
- If US units are in the position, draw a second fire card. One US unit in the position with the target symbol on the second card must lose a step. If no units in the position have the target symbol on the second fire card, the fire has no effect.
- If no units are in the position, the fire has no effect.

Leaders are not affected. This fire does not cost you a naval fire marker.

US Patrol Report. Reveal the unrevealed Japanese unit (and depth marker if any) closest to a US unit. If two or more unrevealed units are the same distance from US units, you choose one. If a revealed depth marker calls for a Tactical Reinforcement, place the reinforcement per 9.3, but face up.

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JAPANESE FIRE/ ACTION SUMMARY

Japanese Fire Card Action	COAST POSITION		INLAND POSITION		ARMOR UNIT See 13.2
	Occupied; US units in field of fire	Occupied; No US units in field of fire	Occupied; Within 2 hexes of US unit	Occupied; No US units in field of fire	
FIRE	No Action	No Action	FIRE May hit armor (6.36)	No Action	FIRE OR ADVANCE Fire if US units in field of fire. May hit armor. May hit leader if ★. If no US unit in field of fire, advance.
O	FIRE May hit armor (6.36)	No Action	FIRE May hit armor (6.36)	No Action	
M	FIRE May hit leader (11.4)	No Action	FIRE May hit leader (11.4)	No Action	
R	RE-SUPPLY Place Depth marker if none; 1-10: or fire. 11+: and fire.	REDEPLOY Move to unoccupied position hex within 3 hexes and closer to US unit. Then, if US units in field of fire, fire.	Zone D, E, F only REINFORCE Place reserve unit and depth marker in position in Japanese communication.	RE-SUPPLY Place Depth marker if none; 1-10: or fire. 11+: and fire.	REDEPLOY Move to unoccupied position hex within 3 hexes and closer to US unit. Then, if US units in field of fire, fire.
P	FIRE with machine guns (see 6.31 and Fire Chart)	MORTAR FIRE Hit US units with indicated target symbol within 4 hexes. Otherwise, no action.	FIRE with machine guns (see 6.31 and Fire Chart)	MORTAR FIRE Hit US units with indicated target symbol within 4 hexes. Otherwise, no action.	REINFORCE Place reserve unit and depth marker in the position. 11+: Then fire
A	FIRE ARTILLERY FIRE If in artillery position, hit one US unit (12.7). Otherwise, no action.	PATROL Disrupt all US units in the position's field of fire (12.6). No fire.	PATROL Disrupt one US unit within 4 hexes of position (12.6)	MUSTER Place reserve unit in the position. 11+: Place depth marker.	OVERRUN Fire if US units in field of fire. Then if at least one US unit is hit, move into hex occupied by nearest hit unit and CC. Then reposition if necessary.
I	FIRE INFILTRATE Place reserve unit in position if NOT in Japanese communication.	ASSAULT Move into closest US occupied hex in field of fire, then conduct close combat (12.8, 8.6).	ASSAULT Move to position within 3 hexes and closest to US unit. If US occupied, conduct close combat. Otherwise, no action.	AMBUSH One US unit with indicated target symbol in position's field of fire is hit, see the Japanese Fire Chart and 12.9. Otherwise, no action.	ADVANCE & FIRE Advance, if able. Then if US units in field of fire, fire.
					DOUBLE ADVANCE OR FIRE Advance, then if able to advance again, do so. If unable to advance at all, fire.
					FIRE OR ADVANCE NOT Japanese communication.

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